# French Forces Great War Mid-War / 1915-16

# A Supplement for **Storm of Fire** Rules for 20th Century Warfare





Offered by Wasatch Miniatures and GAJO Games

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# SPECIAL RULES – MID-WAR



#### **ERA SPECIAL RULES – FRANCE**

A French force has the following Special Rules in 1915-16 :

#### Half Platoons (France) -

The French Army found their large platoon structure cumbersome in action. The 1916 reorganization introduced the half platoon structure, with a sergeant commanding each half platoon, which were made up of 2 squads.

Up to two French Infantry squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.

#### NATIONAL SPECIAL RULES – FRANCE

Plus, a French force will have one of following national Special Rules:

#### L'Attaque (Senegalese) –

Senegalese units excelled in close combat.

Sengalese units with this special rule may re-roll one failed Assault Check in the first round of close combat.

#### They Shall Not Pass (French Metropolitan) -

The French were fighting for their homes, and they pressed on despite the odds.

French Metropolitan units with this special rule may reroll one failed Aggression Check each time they engage in close combat.

#### Dedicated (French Colonial) -

Colonial units were highly motivated, and they tried to push through fire.

French Colonial units with this special rule may re-roll one failed Rally Check each time they perform a Rally action.

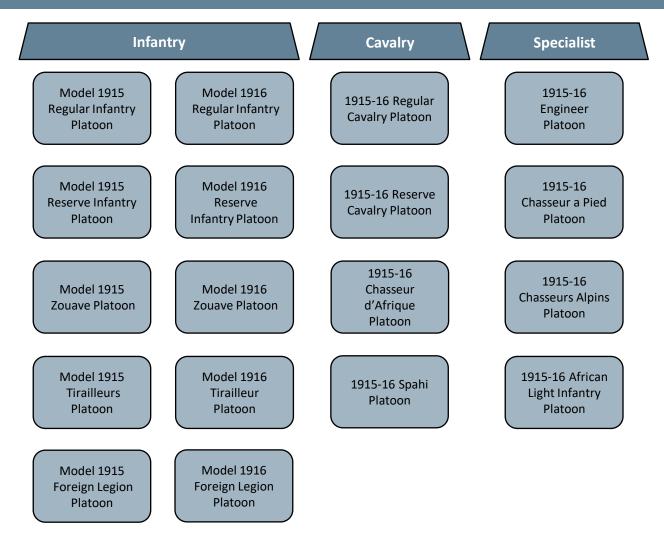
#### Grizzled Veterans (Foreign Legion) -

Foreign Legion units were built around a core of long service veterans, and they showed incredible tenacity throughout the Great War.

French Foreign Legion units are always considered within activation distance for the purposes of Activation. In addition, they are always treated as having 1 less suppression marker than they currently have.

# **Battlegroup Diagram**

# French Empire 1915-16

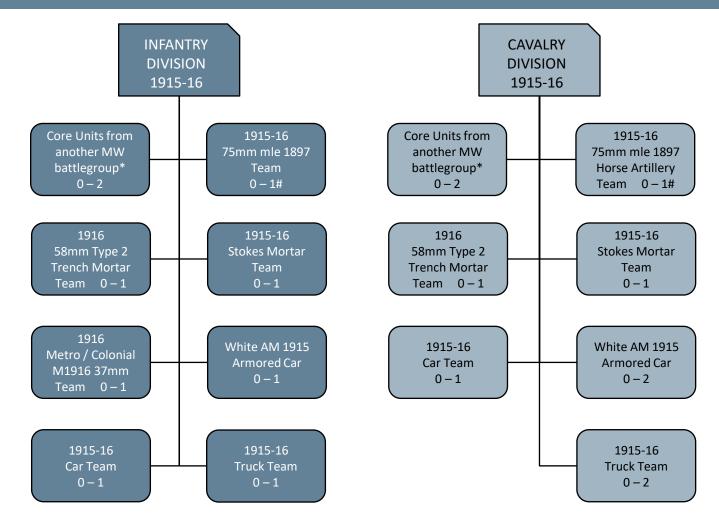


# A force must include at least one Battlegroup,

# but it may include more than one

# **Support Diagram**

# French Empire 1915-16

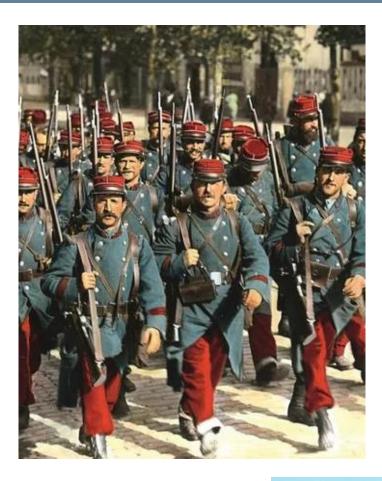


excludes command units

# = Support Artillery

# Infantry Battlegroups and Units

# French Empire 1915-16





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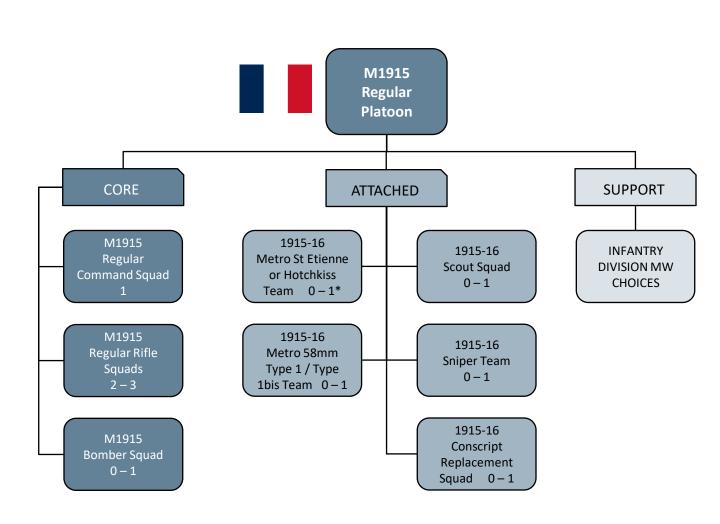
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## **MODEL 1915 REGULAR PLATOON**

National Special Rules – French Metropolitan only.



#### M1915 Regular Command Squad

Inf

Description		Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>Veteran</u>	
		<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Competent Officer, sword, pistol, improvised grenades				1	22	1	30	
Downgrade Officer to Green				0-1	-10			
Downgrade Officer to Difficult				0-1	-5	0-1	-8	
Upgrade Officer to Energetic				0-1	+8	0-1	+10	
Upgrade Officer to Inspiring				0-1	+18	0-1	+22	
Attached Staff Officer and Aide, pistols				0-1	23	0-1		
Medic, unarmed				0-1	17	0-1		
Comms Specialist (Level 1), pistol				0-1	17	0-1	19	
Senior NCO, Lebel rifle				0-1	22	0-1	25	
Add Riflemen with Lebel rifle				0-4	12	0-4		
Upgrade Officer's pistol to SA Pistol				Any	+1 ea	Any	+1 ea	
Replace Officer's sword with CFW				Any	-	Any	-	
Add improvised grenades for NCO and riflemen				Any	+1 ea	Any	+1 ea	
Upgrade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea	

MoraleRally4+Aggression4+Tenacity4+EormationAttack+1Recon0



#### **No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
fantry	8″	12"	6″	Auto

Unit Special	Rules:
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**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

	0	R	OF		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression

## M1915 Regular Rifle Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle			1	109	1	133
Add Riflemen with Lebel rifle			0-8	12	0-8	
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

 $\ensuremath{\texttt{\#}}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

# <u>Morale</u> Rally 4+ Aggression 4+ Tenacity 4+



#### **No Head Protection**

Infantry Unit

uver Double Time	Assault	Agility
12"	6″	Auto
	" 12"	" 12" 6"

	0	RC	DF		ty	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RI

e RF = Rapid Fire

SS = Single Shot

#### M1915 Bomber Squad

Description	Inexpe	rienced	Reg	ular	Vete	eran
<u>- courption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle, improvised grenades 4 Bombers with pistol or Lebel rifle, improvised grenades			1	88	1	103
Add Bombers with pistol or Lebel rifle. Improvised grenades			0-4	15	0-4	18
Upgrade improvised grenades to grenades			All/none	+1 ea	All/none	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale Rally 4+ Aggression 4+ Tenacity 4+



#### **Bombers, No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto
5				

Infantry Unit

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

A platoon's bomber squad may not be more than one level of training better than its rifle squads.

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

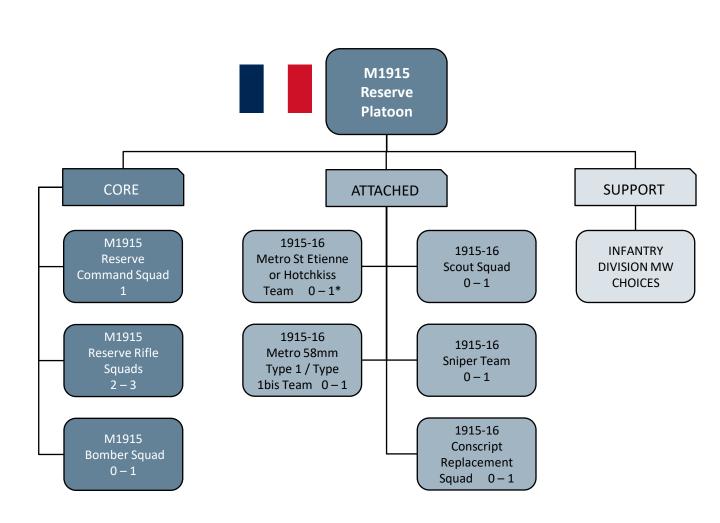
**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

	0	R	DF		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

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## **MODEL 1915 RESERVE PLATOON**

National Special Rules – French Metropolitan only.



#### M1915 Reserve Command Squad

Inf

Description		Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u></u>		No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol, improvised grenades		1	16	1	22		
Downgrade Officer to Green		0-1	-7	0-1	-10		
Downgrade Officer to Difficult		0-1	-4	0-1	-5		
Upgrade Officer to Energetic		0-1	+5	0-1	+8		
Upgrade Officer to Inspiring				0-1	+18		
Attached Staff Officer and Aide, pistols		0-1	20	0-1	23		
Medic, unarmed		0-1	15	0-1	17		
Comms Specialist (Level 1), pistol		0-1	15	0-1	17		
Senior NCO, Lebel rifle		0-1	18	0-1	20		
Add Riflemen with Lebel rifle		0-4	8	0-4	10		
Upgrade Officer's pistol to SA Pistol		Any	+1 ea	Any	+1 ea		
Replace Officer's sword with CFW		Any	-	Any	-		
Add improvised grenades for NCO and riflemen		Any	+1 ea	Any	+1 ea		
Upgrade entire unit with steel helmets		For unit	+1 ea	For unit	+1 ea		

# MoraleRally4+Aggression4+Tenacity5+FormationAttack+1Recon0



#### **No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
fantry	8″	12″	6″	Auto

Unit Special	Rules:
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**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression

# M1915 Reserve Rifle Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle	1	77	1	93		
Add Riflemen with Lebel rifle	0-8	8	0-8	10		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Replace Lebel rifle with rifle grenade	0-2\$	+4 ea	0-2\$	+4 ea		
Replace Lebel rifle with Chauchat	0 – 1#	+4	0-1#	+4		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

 $\ensuremath{\texttt{\#}}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

<u>Morale</u>	
Rally	4+
Aggression	4+
Tenacity	5+



#### **No Head Protection**

Infantry Unit

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto

		RC	DF		ť	t	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanced
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

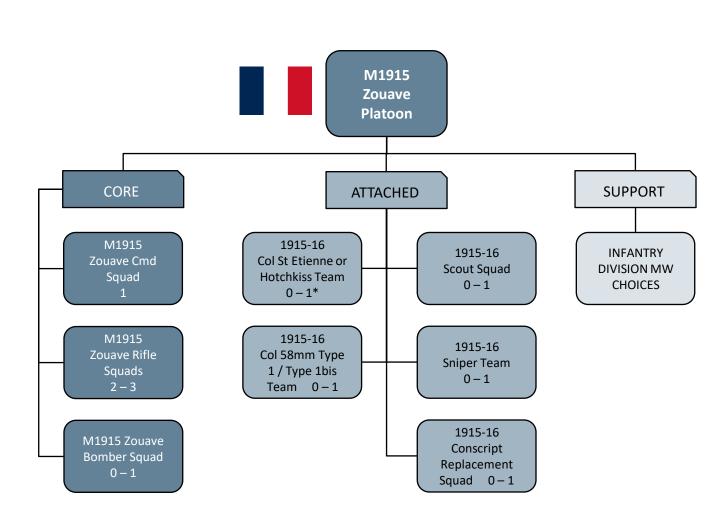
Infantry Unit

AF = Accelerated Fire RF = Rapid Fire

ss = Single Shot

# MODEL 1915 ZOUAVE PLATOON

# National Special Rules – French Colonial only.



#### M1915 Zouave Command Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	
Medic, unarmed			0-1	17	0-1	
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle			0-1	24	0-1	27
Add Riflemen with Lebel rifle			0-4	14	0-4	17
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

<u>Morale</u> Aggression Formation Attack +1 Recon 0



Infantry Unit

#### **No Head Protection, Ferocious**

Uni	Unit			Maneuver Double Time			Assault	Agility
Infantry			8″		12	"	6"	Auto
Weapon	Range	Halted	OF avo M	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanc	ed
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
CFW	melee						+1 to Ass	ault Checks

#### Unit Special Rules:

Ferocious - the unit may re-roll any failed Assault Checks in their first round of close combat.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

#### M1915 Zouave Rifle Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle			1	125	1	149
Add Riflemen with Lebel rifle			0-8	14	0-8	17
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea
Uparade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

# - a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

Ferocious - the unit may re-roll any failed Assault Checks in their first round of close combat.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

# Morale Aggression



	No	Head	Proteo	tion,	, Feroc	ious				
Uni	Mane	uver	Double	Time	Assault	Agility				
Infantry			8"		12	<i>n</i>	6″	Auto		
Weapon	Range	NR Halted	DF avo M	PEN	Lethality	HE Blast	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed		
Chauchat	30″	3	2	-	5+		Jams, Loa	ider, Scythe		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion		
Rifle Grenade	6-24"	1	-	+2	4+		· · ·	OH Fire, Rifle Grenade, Suppression		
CFW	melee						+1 to Ass	ault Checks		

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot

\* = Slow Firing

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Infantry Unit

# M1915 Zouave Bomber Squad

<u>Description</u>		Inexpe	rienced	Regular		<u>Veteran</u>	
<u></u>			<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or Lebel rifle, improvised grenades 4 Bombers with pistol or Lebel rifle, improvised grenades				1	98	1	113
Add Bombers with pistol or Lebel rifle. Improvised grenades				0-4	17	0-4	20
Upgrade improvised grenades to grenades				All/none	+1 ea	All/none	+1 ea
Replace Lebel rifle with rifle grenade				0-2\$	+4 ea	0-2\$	+4 ea
Add Close Fighting Weapon (CFW)				All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

Unit Special Rules:

Bombers - all figures may throw grenades and gain +1 die during Assault combat.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale Rally 3+ Aggression 4+ Tenacity 4+



#### **Bombers, Ferocious, No Head Protection**

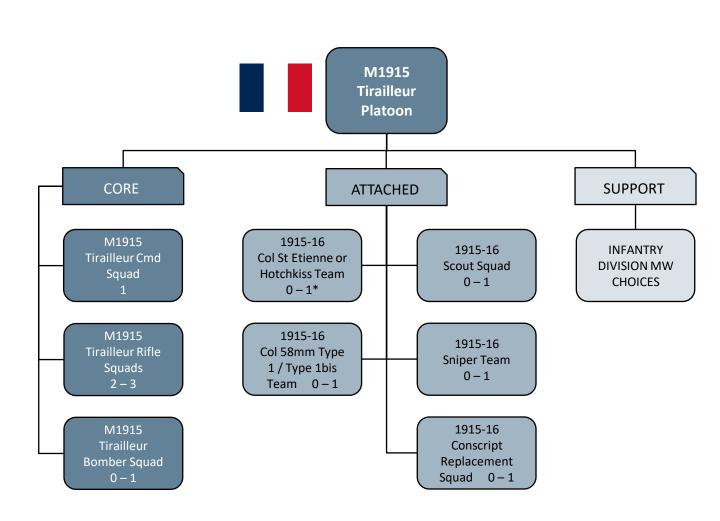
Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto
intantiy	0	12	0	Auto

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot \* = Slow Firing

# **MODEL 1915 TIRAILLEUR PLATOON**

National Special Rules – French Colonial or Senegalese only.



#### M1915 Tirailleur Command Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Description	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol, improvised grenades			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, Lebel rifle			0-1	22		
Add Riflemen with Lebel rifle			0-4	12		
Upgrade Officer's pistol to SA Pistol			Any	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add improvised grenades for NCO and riflemen			Any	+1 ea		
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	·	
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale		
Rally	3+	
Aggression	4+	
Tenacity	5+	
Formatio	<u>on</u>	
Attack	+1	
Recon	0	





#### **No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto
	-			

	0	R	DF		Ľ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
CFW	melee						+1 to Assault Checks

Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

## M1915 Tirailleur Rifle Squad

Description	Inexpe	rienced	<u>Regular</u>		<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle			1	109		
Add Riflemen with Lebel rifle			0-8	12		
Add improvised grenades			Any	+1 ea		
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea		
Replace Lebel rifle with Chauchat			0-1#	+4		
Add Close Fighting Weapon (CFW)			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

 $\ensuremath{\texttt{\#}}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Rally	3+
Aggression	4+
enacity	5+
enacity	5+





#### **No Head Protection**

No neau Protection										
Uni	it		Mane	uver	Double	Time	Assault	Agility		
Infantry			8"	'	12	"	6″	Auto		
	Range	Halted	OF Nove	PEN	Lethality	HE Blast				
Weapon	-	На	Σ		Le	Ŧ	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
Lebel Rifle	24″	RF	RF*	-	5+		Unbaland	ed		
Chauchat	30″	3	2	-	5+		Jams, Loa	ader, Scythe		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion		
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, Grenade,	Rifle Suppression		
CFW	melee						+1 to Ass	ault Checks		

AF = Accelerated Fire RF =

Storm of Fire, Wasatch Miniatures

# M1915 Tirailleur Bomber Squad

Description	Inexpe	Inexperienced		ular	<u>Veteran</u>	
Besenption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle, improvised grenades 4 Bombers with pistol or Lebel rifle, improvised grenades			1	88		
Add Bombers with pistol or Lebel rifle. Improvised grenades			0-4	15		
Upgrade improvised grenades to grenades			All/none	+1 ea		
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea		
Add Close Fighting Weapon (CFW)			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

Unit Special Rules:

Bombers - all figures may throw grenades and gain +1 die during Assault combat.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

# MoraleRally3+Aggression4+Tenacity5+



#### **Bombers, No Head Protection**

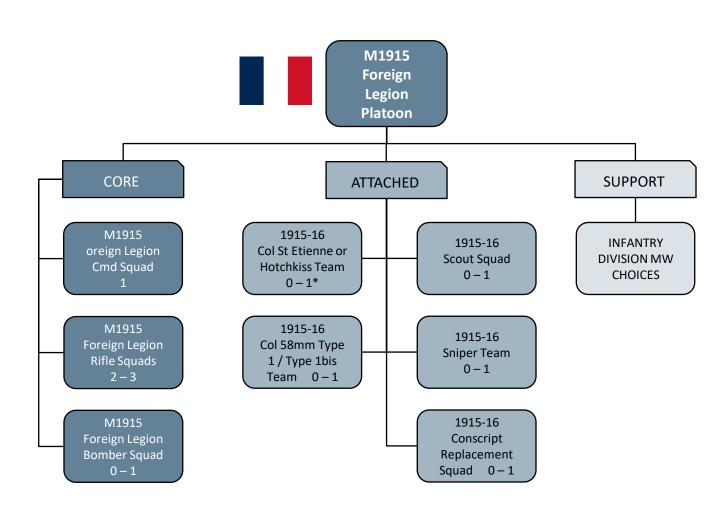
Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto

	0	R	DF		Ľ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

#### **MODEL 1915 FRENCH FOREIGN LEGION PLATOON**

National Special Rules – Foreign Legion only.





## M1915 Foreign Legion Command Squad

Description	Inexpe	rienced	<u>Regular</u>		<u>Veteran</u>	
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle			0-1	25	0-1	
Add Riflemen with Lebel rifle			0-4	15	0-4	
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

IVIOLAI	-	
Rally	3+	
Aggression	3+	2
Tenacity	4+	
<u></u>		( The second sec
Formation	on	0-6
Attack	+1	1.50
Recon	0	
		160



#### No Head Protection, Stubborn

Un	it		Mane	uver	Double	Time	Assault	Agility
Infantry	8" 12"				8" 12"		6"	Auto
	0	R	OF		t	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Si	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed
Improvised	<i>c</i> "	1	1		4.		Grenade,	Improvised,

1

+2

4+

Suppression

#### Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn - the unit may re-roll one failed Aggression Check each turn

# M1915 Foreign Legion Rifle Squad

Grenades

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle			1	133	1	
Add Riflemen with Lebel rifle			0-8	15	0-8	19
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

 $\ensuremath{\texttt{\#}}$  - a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn - the unit may re-roll one failed Aggression Check each turn

# Morale Rally 3+ Aggression 3+ Tenacity 4+

6"

1

#### Infantry Unit

#### No Head Protection, Stubborn

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8" 12" 6"				6″	Auto
Weapon	Range	Halted	OF avor	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanc	ed
Chauchat	30″	3	2	-	5+		Jams, Loa	ider, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression

Infantry Unit

Storm of Fire. Wasatch Miniatures

### M1915 Foreign Legion Bomber Squad

Infantry

Description		Inexpe	rienced	Reg	<u>ular</u>	ar <u>Veteran</u>	
<u> </u>		No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle, improvised grenades 4 Bombers with pistol or Lebel rifle, improvised grenades				1	108	1	123
Add Bombers with pistol or Lebel rifle. Improvised grenades				0-4	19	0-4	22
Upgrade improvised grenades to grenades				All/none	+1 ea	All/none	+1 ea
Replace Lebel rifle with rifle grenade				0-2\$	+4 ea	0-2\$	+4 ea
Upgrade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea



Unit

#### Infantry Unit

#### Bombers, No Head Protection, Stubborn 8"

Maneuver Double Time

12"

Assault

6"

Agility

Auto

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

Unit Special Rules:

Bombers - all figures may throw grenades and gain +1 die during Assault combat.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

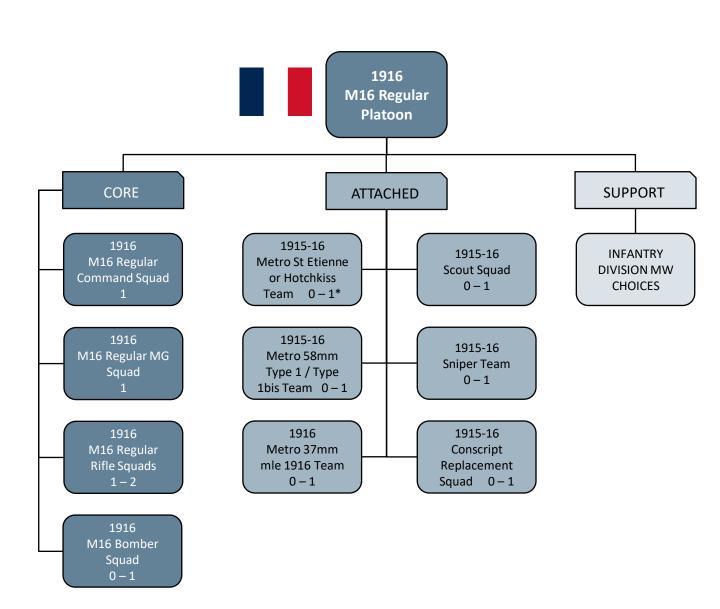
Stubborn - the unit may re-roll one failed Aggression Check each turn

	a)	R	<b>DF</b>	N ality		st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

Storm of Fire, Wasatch Miniatures

# MODEL 1916 (M16) REGULAR PLATOON

National Special Rules – French Metropolitan only.



# 1916 M16 Regular Command Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	eran
Besenption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	
Upgrade Officer to Energetic			0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle			0-1	23	0-1	26
Add Riflemen with BA rifle			0-4	13	0-4	16
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add grenades for NCO and riflemen			Any	+2 ea	Any	+2 ea

Morale		
Rally	4+	
Aggression	4+	
Tenacity	4+	
Formatio	<u>on</u>	
Formatio Attack	<u>n</u> +1	
	_	



Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto

Infantry Unit

Unit Special Rules:

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24″	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression

# 1916 M16 Regular Rifle Squad

<u>Description</u>		rienced	Reg	ular	<u>Veteran</u>	
<u>Besciption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle 4 Riflemen with BA rifle			1	80	1	95
Add Riflemen with BA rifle			0-9	13	0 - 9	16
Add Senior NCO with pistol or BA rifle			0-1#	+23	0-1#	+26
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea

Morale Rally 4+ Aggression 4+ Tenacity 4+

#### Infantry Unit



# = up to 2 per platoo
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Unit Special Rules:

011			Ivialleuvel Double				Assault	Aginty
Infantry			8″		12	"	6"	Auto
		R	DF			t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6"	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Grenade,	Rifle Suppression

AF = Accelerated Fire R

RF = Rapid Fire

SS = Single Shot

# 1916 M16 Regular Machine Gun Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle						
1 Gunner with Chauchat LMG			1	84		
3 Riflemen with BA	_					
Add Riflemen with BA rifle			0-3	13	0 – 3	16
Add Senior NCO with pistol or BA rifle			0-1#	+23	0-1#	
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

<u>Morale</u>	
Rally	4+
Aggression	4+
Tenacity	4+

#### Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression

# 1916 M16 Bomber Squad

Infantry

Description	Inexpe	Inexperienced		ular	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	100	1	115
Add Bombers with pistol or BA rifle. grenades			0-4	17	0-4	20
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+27	0-1#	+30
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

#### <u>Morale</u> Rally 4+ Aggression 4+ Tenacity 4+

Unit

#### Infantry Unit

Double Time

12"



# = up to 2 per platoon

A platoon's bomber squad may not be more than one level of training better than its rifle squads.

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

	0	R	<b>DF</b>		τ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression

**Bombers** 

Maneuver

8'

SS = Single Shot

\* = Slow Firing

Agility

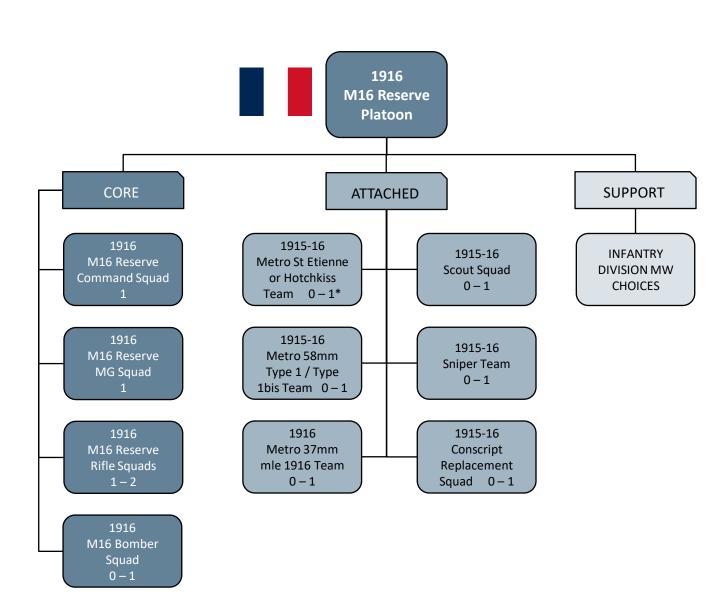
Auto

Assault

6"

# MODEL 1916 (M16) RESERVE PLATOON

National Special Rules - French Metropolitan only.



# 1916 M16 Reserve Command Squad

Description	Inexpe	<u>rienced</u>	Reg	ular	Vete	<u>eran</u>
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, grenades	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, BA rifle	0-1	19	0-1	21		
Add Riflemen with BA rifle	0-4	9	0-4	11		
Upgrade Officer's pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Replace Officer's sword with CFW	Any	-	Any	-		
Add grenades for NCO and riflemen	Any	+2 ea	Any	+2 ea		

<u>Moral</u>	<u>e</u>	
Rally	4+	
Aggression	4+	
Tenacity	5+	
Formati	on	
-		
Attack	+1	



Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto
· · · · ·				

Infantry Unit

	0	R	DF		Ľ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24″	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression

#### Unit Special Rules:

# 1916 M16 Reserve Rifle Squad

Description	Inexperienced		<u>Regular</u>		<u>Veteran</u>	
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle 4 Riflemen with BA rifle	1	60	1	70		
Add Riflemen with BA rifle	0-9	9	0 - 9	11		
Add Senior NCO with pistol or BA rifle	0 - 1#	+19	0-1#	+21		
Add grenades	Any	+2 ea	Any	+2 ea		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Replace BA rifle with rifle grenade	0-2	+4 ea	0-2	+4 ea		

# = up to 2 per platoon

Unit Special Rules:

<u>Morale</u>		
Rally	4+	1000
Aggression	4+	Sec. 1
Tenacity	5+	and see a
		Barry I

#### Infantry Unit



Infantry         8"         12"         6"         A           Weapon         B         P	Auto
Weapon         B         B         P <th></th>	
Weapon     문     변     문     분     별     또     Special       Pistol     6"     RF     RF     -     5+     Assault	
SA Pistol 6" RE RE - 5+ Assault Burst	
Bolt Action Rifle         24"         RF         RF*         -         5+	
Grenades 6" 1 1 +2 4+ Grenade, Suppre	ession
Rifle Grenade         6-24"         1         -         +2         4+         OH Fire, Rifle Grenade, Suppri	

AF = Accelerated Fire RF

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

24

# 1916 M16 Reserve Machine Gun Squad

Description	Inexpe	rienced	Reg	ular	Vet	eran
<u>- compilon</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle 1 Gunner with Chauchat LMG 3 Riflemen with BA	1	64	1	74		
Add Riflemen with BA rifle	0-3	9	0-3	11		
Add Senior NCO with pistol or BA rifle	0-1#	+19	0-1#	+21		
Add grenades	Any	+2 ea	Any	+2 ea		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		

<u>Morale</u>	
Rally	4+
Aggression	4+
Tenacity	5+

#### Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto
· ·				

	0	R	DF		ty		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression

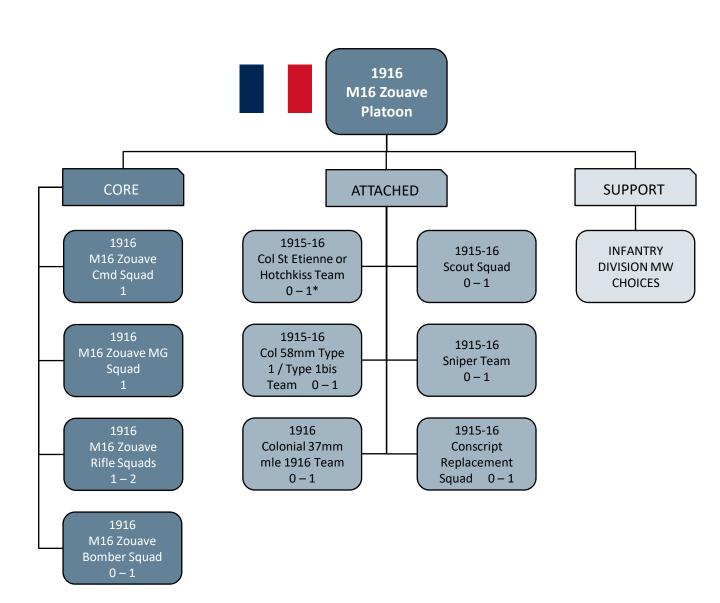
\* = Slow Firing

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot

# MODEL 1916 (M16) ZOUAVE PLATOON

National Special Rules – French Colonial only.





# 1916 M16 Zouave Command Squad

Description	Description <u>Inex</u>			Reg	ular	<u>Veteran</u>	
Description		No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol, grenades				1	22	1	30
Downgrade Officer to Green				0-1	-10		
Downgrade Officer to Difficult				0-1	-5	0-1	-8
Upgrade Officer to Energetic				0-1	+8	0-1	+10
Upgrade Officer to Inspiring				0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols				0-1	23	0-1	
Medic, unarmed				0-1	17	0-1	
Comms Specialist (Level 1), pistol				0-1	17	0-1	
Senior NCO, BA rifle				0-1	25	0-1	
Add Riflemen with BA rifle				0-4	15	0-4	18
Upgrade Officer's pistol to SA Pistol	I			0-1	+1	0-1	
Replace Officer's sword with CFW				Any	-	Any	
Add Close Fighting Weapon (CFW) for NCO and riflemen				All/none	+1 ea	All/none	+1 ea
Add grenades for NCO and riflemen				Any	+2 ea	Any	+2 ea

Morale	2					
Rally	3+	1				
Aggression	4+					
Tenacity	4+					
Formati						
Formation						
<u>ronnaux</u>	<u></u>					
Attack	+1					



#### Ferocious

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto

#### Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

	0	R	DF		£	Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special	
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, Burst	
Bolt Action Rifle	24"	RF	RF*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade, Suppression	
CFW	melee						+1 to Assault Checks	

# 1916 M16 Zouave Rifle Squad

Infantry

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle 4 Riflemen with BA rifle			1	90	1	105
Add Riflemen with BA rifle			0-9	15	0-9	18
Add Senior NCO with pistol or BA rifle			0-1#	+25	0-1#	+28
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

#### <u>Morale</u> Rally 3+ Aggression 4+ Tenacity 4+

Unit

Infantry Unit

Double Time

12"



# = up to 2 per platoon

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

		R	DF		7	2	Ħ	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special	
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, Burst	
Bolt Action Rifle	24"	RF	RF*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade, Suppression	
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression	
CFW	melee						+1 to Assault Checks	

Ferocious Maneuver

AF = Accelerated Fire RI

Fire RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

Agility

Auto

Assault

6'

# 1916 M16 Zouave Machine Gun Squad

Infantry

Description	n <u>Inexperienced</u>					<u>Veteran</u>		
Beschption		No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO with pistol or BA rifle 1 Gunner with Chauchat LMG 3 Riflemen with BA				1	94	1	109	
Add Riflemen with BA rifle				0-3	15	0-3	18	
Add Senior NCO with pistol or BA rifle				0-1#	+25	0-1#	+28	
Add grenades				Any	+2 ea	Any	+2 ea	
Upgrade pistol to SA Pistol				Any	+1 ea	Any	+1 ea	
Add Close Fighting Weapon (CFW)				All/none	+1 ea	All/none	+1 ea	

<u>Morale</u>	
Rally	3+
Aggression	4+
Tenacity	4+

Unit

Infantry Unit

Double Time

12"

Assault

Agility

Auto



# = up to 2 per platoon

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

	0	R	DF	য় হ		st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

Ferocious

Maneuver

8"

#### 1916 M16 Zouave Bomber Squad

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>	Morale		Infantry Unit
<u> </u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	110	1	130	Aggression Tenacity	4+ 4+	
Add Bombers with pistol or BA rifle. grenades			0-4	19	0-4	23			A CARLAND AND A CARLAN
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+29	0-1#	+33			
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea			A TAXABAN AND S ST.
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea			Charles and the second se

# = up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Unit	Maneuver	Double Time	Assault	Agility	
Infantry	8″	12″	6″	Auto	
	•				

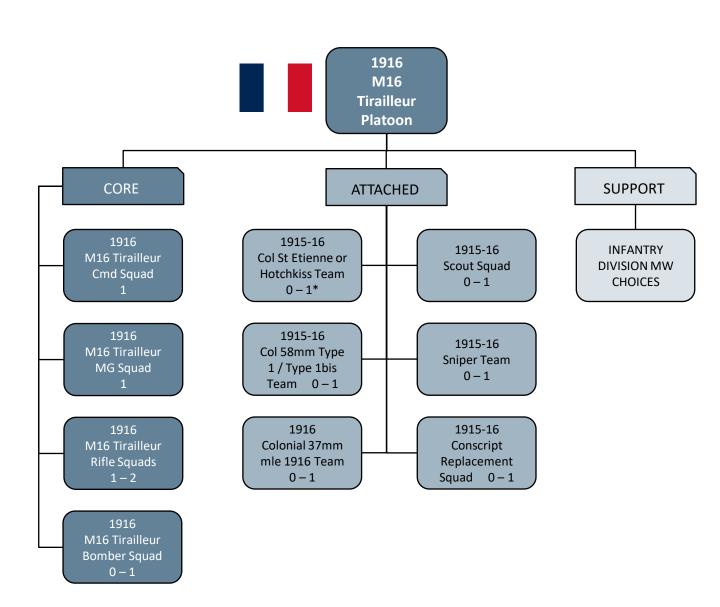
		R	DF		≥	t	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24″	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire F

Storm of Fire, Wasatch Miniatures

# MODEL 1916 (M16) TIRAILLEUR PLATOON

National Special Rules – French Colonial or Senegalese only.



# M1916 Tirailleur Command Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u> </u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, grenades			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, BA rifle			0-1	23		
Add Riflemen with BA rifle			0-4	13		
Upgrade Officer's pistol to SA Pistol			0-1	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea		
Add grenades for NCO and riflemen			Any	+2 ea		

Morale	2
Rally	3+
Aggression	4+
Tenacity	5+
- · · · · · · · · · · · · · · · · · · ·	
<u>Formati</u>	on
Formation Attack	<u>on</u> +1



Infantry Unit

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto

Unit Special Rules:

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

# M1916 Tirailleur Rifle Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle 4 Riflemen with BA rifle			1	80		
Add Riflemen with BA rifle			0-9	13		
Add Senior NCO with pistol or BA rifle			0-1#	+23		
Add grenades			Any	+2 ea		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with rifle grenade			0-2	+4 ea		
Add Close Fighting Weapon (CFW)			All/none	+1 ea		

<u>Morale</u> Aggression Tenacity

#### Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

Uni	Unit					Time	Assault	Agility
Infantry			8″		12	"	6″	Auto
	0	R	DF		t	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Si	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24″	RF	RF*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Grenade,	Rifle Suppression
CFW	melee						+1 to Ass	ault Checks

AF = Accelerated Fire

Storm of Fire, Wasatch Miniatures

# M1916 Tirailleur Machine Gun Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle 1 Gunner with Chauchat LMG 3 Riflemen with BA			1	84		
Add Riflemen with BA rifle			0-3	13		
Add Senior NCO with pistol or BA rifle			0-1#	+23		
Add grenades			Any	+2 ea		
Upgrade pistol to SA Pistol			Any	+1 ea		
Add Close Fighting Weapon (CFW)			All/none	+1 ea		

<u>Morale</u>	
Rally	3+
Aggression	4+
Tenacity	5+

Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

Unit N	laneuver	Double Time	Assault	Agility
ntry	8″	12"	6″	Auto

	0	R	<b>DF</b>		ť	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

# M1916 Tirailleur Bomber Squad

Description	Inexpe	rienced	Reg	ular	<u>Vet</u>	<u>eran</u>	Morale		Infantry Unit
<u> </u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	100			Aggression Tenacity	4+ 5+	A Lavar
Add Bombers with pistol or BA rifle. grenades			0-4	17					A LAND AND A LAND
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+27					
Upgrade NCO's pistol to SA Pistol			Any	+1 ea					A CARGE AND AND A SHE
Add Close Fighting Weapon (CFW)			All/none	+1 ea					The second

Infantry

# = up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

		R	DF		ž	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

**Bombers** 

Maneuver

8"

Double Time

12"

AF = Accelerated Fire

Storm of Fire, Wasatch Miniatures

Unit

\* = Slow Firing

Agility

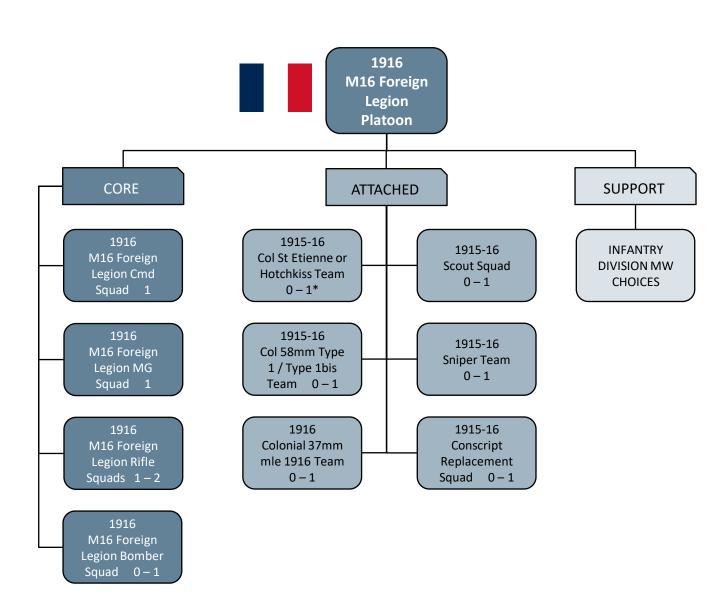
Auto

Assault

6"

# **MODEL 1916 (M16) FOREIGN LEGION PLATOON**

National Special Rules – Foreign Legion only.



# M1916 Foreign Legion Command Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, grenades					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	19
Senior NCO, BA rifle					0-1	30
Add Riflemen with BA rifle					0-4	20
Upgrade Officer's pistol to SA Pistol					0-1	+1 ea
Replace Officer's sword with CFW					Any	-
Add grenades for NCO and riflemen					Any	+2 ea

<u>Morale</u>		
Rally	3+	
Aggression	3+	2
Tenacity	4+	
Formation	1	P
Attack	+1	
Recon	0	



Infantry Unit

#### Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto
· · · · · · · · · · · · · · · · · · ·				

Unit Special	Rules:
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Stubborn - the unit may re-roll one failed Aggression Check each turn

	0	R	DF		₹.	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24″	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression

# M1916 Foreign Legion Rifle Squad

M

Aggress

Description	<u>Inexperienced</u>		Reg	ular	<u>Veteran</u>	
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle 4 Riflemen with BA rifle					1	115
Add Riflemen with BA rifle					0 – 9	20
Add Senior NCO with pistol or BA rifle					0-1#	+30
Add grenades					Any	+2 ea
Upgrade pistol to SA Pistol					Any	+1 ea
Replace BA rifle with rifle grenade					0-2	+4 ea

# = up to 2 per platoon

Unit Special Rules:

Stubborn – the unit may re-roll one failed Aggression Check each turn

orale ion /	3+ 3+ 4+	
		K

#### Infantry Unit

Stubborn

Unit	Maneuver	Double Time	Assault	Agility	
Infantry	8″	12"	6″	Auto	

	a		DF		ity	ist	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

# M1916 Foreign Legion Machine Gun Squad

Infantry

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle						
1 Gunner with Chauchat LMG 3 Riflemen with BA						119
Add Riflemen with BA rifle					0 – 3	20
Add Senior NCO with pistol or BA rifle					0-1#	
Add grenades					Any	+2 ea
Upgrade pistol to SA Pistol					Any	+1 ea



Unit

Infantry Unit

Double Time

12'

Assault

Agility

Auto

# = up to 2 per platoon

Unit Special Rules:

Stubborn – the unit may re-roll one failed Aggression Check each turn

		ROF					
	96			-	lity	Blast	
	Range	Halted	Move	PEN	Lethality	HE BI	
Weapon	-	На	Σ		۲ ۲	н	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression

Stubborn Maneuver

8"

#### M1916 Foreign Legion Bomber Squad

<u>No</u>	<u>Pts</u>	<u>No</u> 1	<u>Pts</u> 140	<u>Morale</u> Rally 3+ Aggression 3+		
		1	140	,		
				Tenacity 4+	10	
		0-4	25			
		0-1#	+35			
		Any	+1 ea			

# = up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Stubborn - the unit may re-roll one failed Aggression Check each turn

Bon	Bombers, Stubborn											
	Maneuver	Double Time	Assault	Agility								

Infantry			8" 12"		6" Auto			
	e —		DF		ft	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6"	RF	RF	-	5+		Assault, E	urst
Bolt Action Rifle	24″	RF	RF*	-	5+			

+2

4+

1

1

AF = Accelerated Fire

RF = Rapid Fire

Grenades

SS = Single Shot

6"

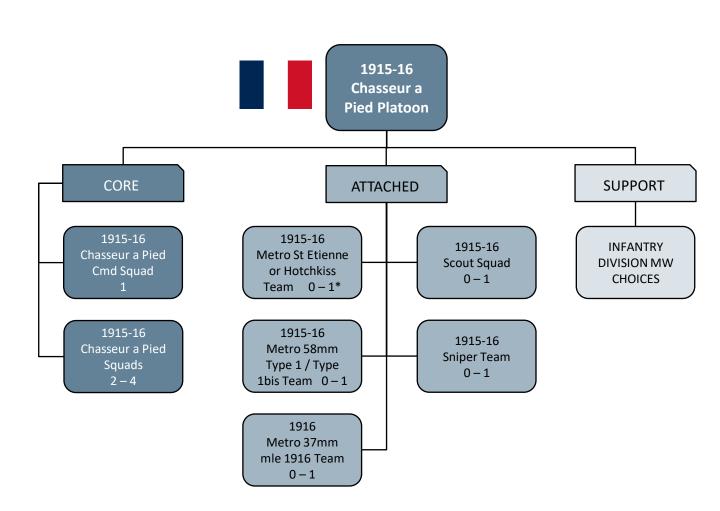
Unit

\* = Slow Firing

Grenade, Suppression

## **1915-16 CHASSEUR A PIED PLATOON**

National Special Rules – French Metropolitan only.



# 1915-16 Chasseur a Pied Command Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, improvised grenades			1	22	1	
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	
Senior NCO, Lebel rifle			0-1	23	0-1	26
Add Chasseur with Lebel rifle			0-4	13	0-4	16
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Unit Special Rules:

Extended Order - the unit may operate in extended order.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale Aggression Formation Attack +1 Recon 1



Infantry Unit

#### **Extended Order, No Head Protection**

Uni	t		Maneuver		Double Time		Assault	Agility
Infantry			8″		12″		6″	Auto
Weapon	Range	Halted	OF avo M	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanc	ed
Bolt Action Rifle	24″	RF	RF*	-	5+			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on

#### 1915-16 Chasseur a Pied Squad

<u>Morale</u>

Aggression

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 4 Chasseurs with Lebel rifle			1	78	1	93
Add Chasseur with Lebel rifle			0-9	13	0-9	
Add Senior NCO with pistol or Lebel rifle			0-1&	+23	0-1&	+26
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea



Infantry Unit

& - a maximum of 2 per platoon

\$ - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)

# - a maximum number is allowed for the entire platoon as follows: 1915-16 (up to one per platoon)

Unit Special Rules:

Extended Order – the unit may operate in extended order.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

#### **Extended Order, No Head Protection**

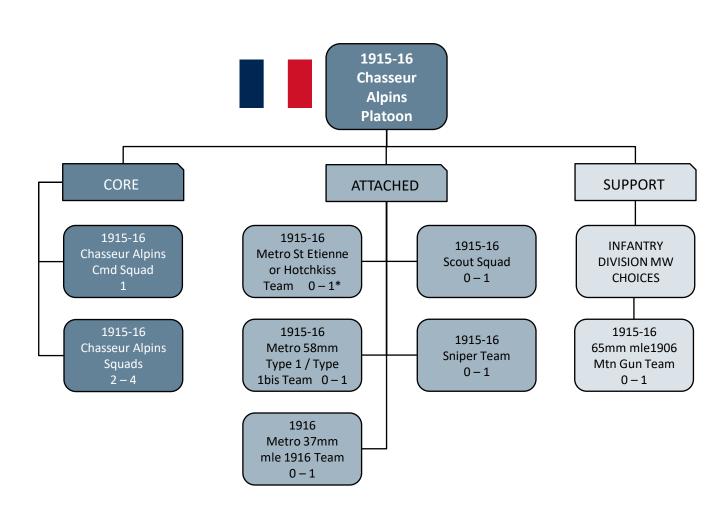
Uni	Maneuver		Double Time		Assault	Agility			
Infantry			8″		12"		6"	Auto	
	0	ROF			ty	st			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	Special	
Pistol	6"	RF	RF	-	5+		Assault	Assault	
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanc	Unbalanced	
Bolt Action Rifle	24″	RF	RF*	-	5+				
Chauchat	30″	3	2	-	5+		Jams, Loa	Jams, Loader, Scythe	
Improvised Grenades	6″	1	1	+2	4+			Grenade, Improvised, Suppression	
Rifle Grenade	6-24"	1	-	+2	4+			OH Fire, Rifle Grenade, Suppression	

#### AF = Accelerated Fire RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

# **1915-16 CHASSEUR ALPINS PLATOON**

National Special Rules – French Metropolitan only.



# 1915-16 Chasseur Alpins Command Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>Veteran</u>	
Description	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Competent Officer, sword, pistol, improvised grenades			1	22	1	30	
Downgrade Officer to Green			0-1	-10			
Downgrade Officer to Difficult			0-1	-5	0-1	-8	
Upgrade Officer to Energetic			0-1	+8	0-1	+10	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22	
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28	
Medic, unarmed			0-1	17	0-1	19	
Comms Specialist (Level 1), pistol			0-1	17	0-1		
Senior NCO, Lebel rifle			0-1	27	0-1	30	
Add Chasseur with Lebel rifle			0-4	17	0-4	20	
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Replace Officer's sword with CFW			Any	-	Any		
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea	
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea	

Unit Special Rules:

Agile - the unit adds +1" to its movement distance each time it moves.

Extended Order - the unit may operate in extended order.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

**Mountaineers** – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 4 Chasseurs with Lebel rifle			1	98	1	113
Add Chasseur with Lebel rifle			0-9	17	0-9	
Add Senior NCO with pistol or Lebel rifle			0-1&	+27	0-1&	+30
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Unarade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

& - a maximum of 2 per platoon

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)

 $\ensuremath{\#}$  - a maximum number is allowed for the entire platoon as follows: 1915-16 (up to one per platoon)

Unit Special Rules:

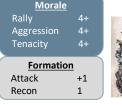
Agile – the unit adds +1" to its movement distance each time it moves.

Extended Order - the unit may operate in extended order.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

**Mountaineers** – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.





Infantry Unit

### Agile, Extended Order, Ferocious, Mountaineers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto

		R	DF		2	tt.	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression

## 1915-16 Chasseur Alpins Squad

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

# Infantry Unit



### Agile, Extended Order, Ferocious, Mountaineers, No Head Protection

Uni	Unit			uver	Double Time		Assault	Agility
Infantry			8″		12	"	6"	Auto
		RC	)F		>	L.		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanc	ed
Bolt Action Rifle	24"	RF	RF*	-	5+			
Chauchat	30″	3	2	-	5+		Jams, Loa	der, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression

AF = Accelerated Fire RF = Rapid Fire

### SS = Single Shot

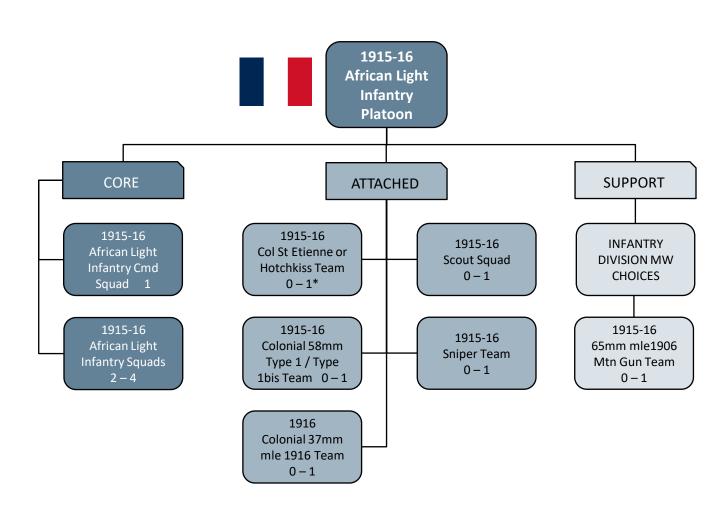
Storm of Fire. Wasatch Miniatures

\* = Slow Firing

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# **1915-16 AFRICAN LIGHT INFANTRY PLATOON**

National Special Rules – French Colonial only.



# 1915-16 African Light Infantry Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	
Competent Officer, sword, pistol, improvised grenades			1	22	1		
Downgrade Officer to Green			0-1	-10			
Downgrade Officer to Difficult			0-1	-5	0-1		
Upgrade Officer to Energetic			0-1	+8	0-1	+10	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22	
Attached Staff Officer and Aide, pistols			0-1	23	0-1		
Medic, unarmed			0-1	17	0-1	19	
Comms Specialist (Level 1), pistol			0-1	17	0-1		
Senior NCO, Lebel rifle			0-1	21	0-1	24	
Add Chasseur with Lebel rifle			0-4	11	0-4	14	
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Replace Officer's sword with CFW			Any	-	Any		
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea	
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea	

Unit Special Rules:

Extended Order - the unit may operate in extended order.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale		
Rally	4+	L I
Aggression	4+	ы
Tenacity	5+	
Formatio	<u>on</u>	1
Attack	+1	
Recon	1	



Infantry Unit

### **Extended Order, No Head Protection**

Uni	t		Mane	Naneuver Double Time Assault			Agility			
Infantry			8"	8" 12" 6" Aut			Auto			
	0	R	DF		t	st				
	Range	Halted	Move	PEN	Lethality	HE Blast				
Weapon		Ĩ	2			-	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst		
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanc	ed		
Bolt Action Rifle	24″	RF	RF*	-	5+					
Improvised							Grenade	Improvised		

1

+2

4+

Infantry Unit

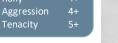
Suppression

# 1915-16 African Light Infantry Squad

Grenades

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 4 Chasseurs with Lebel rifle			1	68	1	83
Add Chasseur with Lebel rifle			0-9	11		14
Add Senior NCO with pistol or Lebel rifle			0-1&	+21	0-1&	+24
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

# **Morale**



6"

1



& - a maximum of 2 per platoon

\$ - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)

# - a maximum number is allowed for the entire platoon as follows: 1915-16 (up to one per platoon)

Unit Special Rules:

Extended Order - the unit may operate in extended order.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### **Extended Order. No Head Protection**

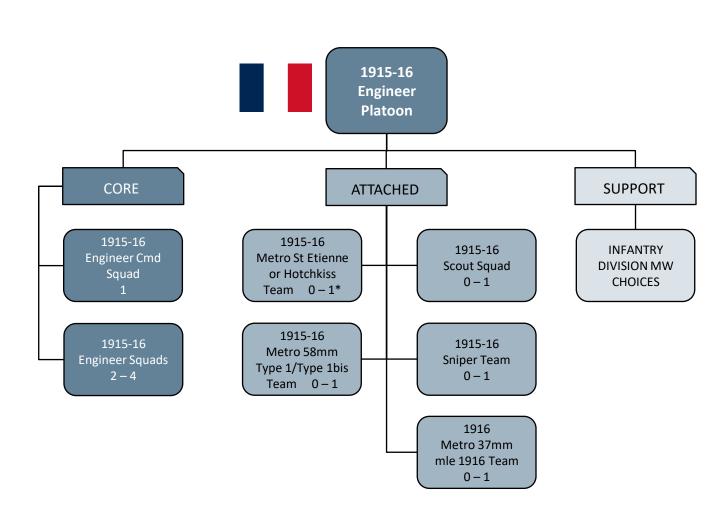
Extended of del, No fiedd i foteetion												
Ur	it		Mane	uver	Double	Time	Assault	Agility				
Infantry			8"		12	"	6″	Auto				
Weapon	Range	Halted	OF Move	PEN	Lethality	HE Blast	뿐 Special					
Pistol	6″	RF	RF	-	5+		Assault					
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed				
Bolt Action Rifle	24"	RF	RF*	-	5+							
Chauchat	30″	3	2	-	5+		Jams, Loa	ider, Scythe				
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion				
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, Grenade,	Rifle Suppression				

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

# **1915-16 ENGINEER PLATOON**

National Special Rules – French Metropolitan only.



# 1915-16 Engineer Command Squad

In

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle, improvised grenades			0-1	25	0-1	
Add Genie with Lebel rifle, improvised grenades			0-4	15	0-4	
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	
Upgrade improvised grenades to grenades			All/none	+1 ea	All/none	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

No Head Protection - unit receives -1 on Triage checks. This rule does not apply

Pioneers - +1 to Assault checks when assaulting buildings or fortifications, and

# MoraleRally4+Aggression4+Tenacity4+FormationAttack+1Recon0



### No Head Protection, Pioneers

Infantry Unit

Uni	t		Maneu	ver	Double	Time	Assault	Agility
nfantry			8″		12	v	6″	Auto
		RC	DF		2	Ħ		

	<b>(</b> )	144			5	5	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24″	RF	RF*	-	5+		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression

# 1915-16 Engineer Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle, improvised grenades 4 Genie with Lebel rifle, improvised grenades			1	88	1	
Add Genie with Lebel rifle, improvised grenades			0 – 9	15	0 – 9	
Upgrade improvised grenades to grenades			All/none	+1 ea	All/none	+1 ea
Add smoke grenades (for unit)			For unit	+5	For unit	+5
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea		+4 ea
Replace 2 Lebel riflemen with Flamethrower team			0-1	+14	0-1	+14
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Equip unit with extended charges			For unit	+7	For unit	+7

\$ - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)

### Unit Special Rules:

Unit Special Rules:

if the unit has been upgraded to steel helmets.

+1 PEN in close combat. May perform engineering tasks.

**Extended Charges** – a unit equipped with these weapons may deploy and activate them using a special action. The unit may target a single enemy unit or wire section within 6". For every 4 figures in the unit an extended charge attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a d6 blast or a +3 PEN hit on an enemy unit. Any roll of 1 on a skill check inflicts 2 wounds on the using unit.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

 $\label{eq:pioneers-+1} Pioneers-+1 \ to \ Assault \ checks \ when \ assaulting \ buildings \ or \ fortifications, \ and \ +1 \ PEN \ in \ close \ combat. \ May \ perform \ engineering \ tasks.$ 

# 15-16 Engineer Squad

<u>Morale</u>

Aggression



Infantry Unit



Uni	t		Maneuver		Double Time		Assault	Agility
Infantry			8″		12"		6"	Auto
Infantry with Flameth	rower		7"		11	"	5″	Auto
			DF		≥	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanc	ed
Bolt Action Rifle	24"	RF	RF*	-	5+			
Improvised Grenades	6"	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression
Flamethrower	6"	d6	d6	+3	3+		Bulky, Fla Suppress	imethrower, ion

AF = Accelerated Fire RF = Rapid Fire

### SS = Single Shot

\* = Slow Firing

12/16/2023

# 1915-16 Scout Squad

I

Description		nexper	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description		No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 4 Scouts with Lebel rifle				1	73	1	88
Add Scouts with Lebel rifle	II.			0-11	12	0-11	15
Add improvised grenades				Any	+1 ea	Any	+1 ea
Upgrade improvised grenades to grenades				All/none	+1 ea	All/none	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)				For unit	+2	For unit	+2
Upgrade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea

Extended Order - the unit may operate in extended order

formation commander without an activation die penalty.

Recon - the unit contributes 1 recon point to the force.

It may also make a Scout move in missions which allow it.

if the unit has been upgraded to steel helmets.

Independent - the unit may activate outside of the influence range of the

No Head Protection - unit receives -1 on Triage checks. This rule does not apply

Scouts – unit counts as having Hit the Dirt unless it fired during its last activation.

<u>Morale</u> Rally 4+ Aggression 5+ Tenacity 5+ Infantry Unit



Extended Order, Independent, No Head Protection, Recon 1, Scouts

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto

	0	R	DF		Ľ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24″	RF	RF*	-	5+		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression

# 1915-16 Conscript Replacement Squad

<u>Morale</u>

Aggression

Description	Inexpe	<u>rienced</u>	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle	1	53				
Add Riflemen with Lebel rifle	0-8	5				
Add improvised grenades	All/none	+1 ea				
Upgrade all Lebel rifles to BA rifles (1916)	For unit	+2				
Upgrade entire unit with steel helmets	For unit	+1 ea				

### Infantry Unit



Unit Special Rules:

Unit Special Rules:

Close Order – the unit may only operate in Close Order.

**Conscripts** – the unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Close Order, Conscripts, No Head Protection

Uni	t		Mane	uver	Double Time		Assault	Agility		
Infantry			8″	" 12"			6"	Auto		
	0	RC	DF		£	st				
	Range	ed	ve	PEN	Lethality	HE Blast				
Weapon	Ra	Halted	Move		Let	뽀	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed		
Bolt Action Rifle	24"	RF	RF*	-	5+					
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion		

AF = Accelerated Fire RF = Rapid Fire

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SS = Single Shot
```

\* = Slow Firing

12/16/2023

# Cavalry Battlegroups and Units

# French Empire 1915-16





Offered by Wasatch Miniatures and GAJO Games

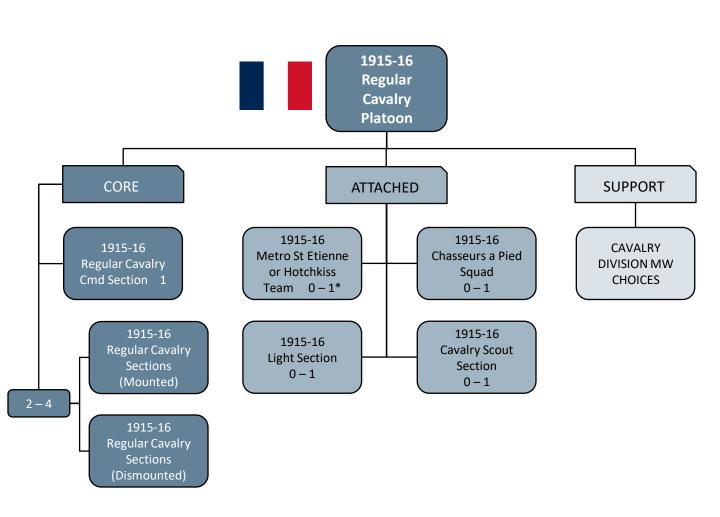
http://www.gajominis.com

gajominis@aol.com



# **1915-16 REGULAR CAVALRY PLATOON**

National Special Rules – French Metropolitan only.



# 1915-16 Regular Cavalry Command Section

Description	Inexpe	rienced	Reg	ular	Vete	eran
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	
Musician, pistol, sabre, horse			0-1	13	0-1	
Senior NCO, BA carbine, sabre, horse			0-1	25	0-1	28
Add Trooper, BA carbine, sabre, horse			0 – 2	15	0 – 2	
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Unit Special Rules:

A Si N F N S

Cavalry - A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) - the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted - unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage Checks.

INIDIALE		
Rally	4+	
Aggression	4+	1983
Tenacity	4+	9
Formatio	<u>n</u>	
Attack	+2	nim'
Recon	2	12 Martin
		10.00



Mounted Unit

### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10	"	16"		8″	3+
Dismounted			8″		12	"	6"	Auto
	0	R	DF		t	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move

# 1915-16 Regular Cavalry Section Inexperienced Re

Description	inexpe	riencea	<u>a kegular</u>		<u>veteran</u>		
Description	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
O, pistol, sabre, horse roopers, BA carbine, sabre, horse			1	90	1	105	
d Trooper, BA carbine, sabre, horse			0-3	15	0-3	18	
Add lance (Dragoons)			All	+1 ea	Any	+1 ea	
Add lance (Chasseurs)			Any	+1 ea	Any	+1 ea	
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea	
Add improvised grenades			Any	+1 ea	Any	+1 ea	
Add grenades			Any	+2 ea	Any	+2 ea	

Rally

Aggression Tenacity

Morale

4+



Mounted Unit

Unit Special Rules:

NC

4 Tr

Add

Cavalry - A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) - the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted - unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage Checks.

### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility	
Mounted			10	10" 16"		8″	3+		
Dismounted			8″ 12″		6″	Auto			
	0	RC	DF			₹	st		
	Range	þ	e	PEN	Lethality	Blast			
	Rai	Halted	Move		l th	포			
Weapon		Ha	≥		Ľ	<b>–</b>	S	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
BA carbine	18″	RF	RF*	-	5+		Handy		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression	
Sabre	melee							+1 to Assault Checks on Assault move	
Lance	melee						Re-roll As on Assau	sault Checks t move	

### AF = Accelerated Fire

RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

# 1915-16 Regular Dismounted Cavalry Section

Description	Inexpe	Inexperienced		<u>ular</u>	<u>Veteran</u>	
Description	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine 4 Troopers, BA carbine			0-1	80	0-1	
Add Trooper, BA carbine			0 - 3	13	0 - 3	16
Equip the entire unit with cycles			For unit	+5	For unit	+5
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Morale	4+
Rally Aggression	4+ 4+
Tenacity	4+ 4+
renacity	4+



Infantry Unit

Unit Special Rules:

**Cycles** – the unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

### **Extended Order, No Head Protection**

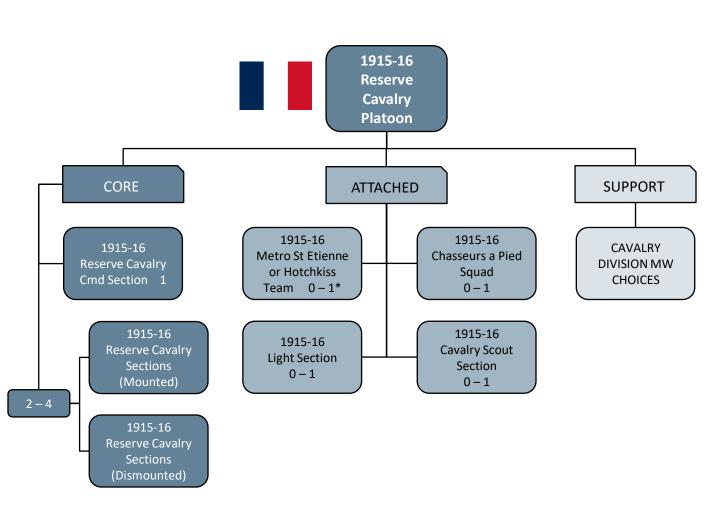
Uni	t		Mane	uver	Double	Time	Assault	Agility
Dismounted			8″		12"		6″	Auto
		-						
	പ	RC	DF		L.	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6"	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

# **1915-16 RESERVE CAVALRY PLATOON**

National Special Rules – French Metropolitan only.



# 1915-16 Reserve Cavalry Command Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, pistol, sabre, grenades, horse	1	18	1	24		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse	0-1	22	0-1	25		
Medic, unarmed, horse	0-1	16	0-1	18		
Farrier, pistol, sabre, horse	0-1	16	0-1	18		
Musician, pistol, sabre, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, horse	0-1	20	0-1	23		
Add Trooper, BA carbine, sabre, horse	0 – 2	10	0 – 2	13		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Add grenades	Any	+2 ea	Any	+2 ea		

Unit Special Rules:

**Cavalry** – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units. No Head Protection – unit receives -1 on Triage Checks.

moran	
Rally	4+
Aggression	5+
Tenacity	4+
<u> </u>	
<u>Formati</u>	on
Attack	+2



### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Uni	t		Mane	Maneuver Double Time			Assault	Agility						
Mounted			10	"	16"		8″	3+						
Dismounted			8″		12"		12"		12"		12"		6"	Auto
	0	R	DF			F		F		st				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial						
Pistol	6″	RF	RF	-	5+		Assault							
BA carbine	18″	RF	RF*	-	5+		Handy							
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion						
Grenades	6″	1	1	+2	4+		Grenade,	Grenade, Suppression						
Sabre	melee						+1 to Ass on Assau	ault Checks It move						

### 1915-16 Reserve Cavalry Section

Description	Inexpe	Inexperienced		ular	<u>Veteran</u>	
Description	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse	1	65	1	80		
Add Trooper, BA carbine, sabre, horse	0-3	10	0-3	13		
Add lance (Dragoons)	All	+1 ea	All	+1 ea		
Add lance (Chasseurs)	Any	+1 ea	Any	+1 ea		
Add Cuirass (Cuirassiers)	All/none	+1 ea	All/none	+1 ea		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Add grenades	Any	+2 ea	Any	+2 ea		

### Morale Rally 4+ Aggression 5+ Tenacity 4+



Mounted Unit



**Cavalry** – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1'' from its Maneuver and Double Time move distances when mounted.

**Mounted** – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility	
Mounted			10" 16"		8″	3+			
Dismounted			8″ 12″		" 6"		Auto		
		RC	<b>)</b> E						
	e.			_	Ē	Blast			
Weapon	Range	Halted	Move	PEN	Lethality	HE BI	c.	oecial	
· · · · · · · · · · · · · · · · · · ·					_			Jecial	
Pistol	6"	RF	RF	-	5+		Assault		
BA carbine	18″	RF	RF*	-	5+		Handy		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppressi	Improvised, on	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression	
Sabre	melee							+1 to Assault Checks on Assault move	
Lance	melee						Re-roll As on Assaul	sault Checks t move	

### Mounted Unit

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# 1915-16 Reserve Dismounted Cavalry Section

Description	Inexpe	Inexperienced		Regular		eran
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine 4 Troopers, BA carbine	0-1	60	0-1	70		
Add Trooper, BA carbine	0-3	9	0-3	11		
Equip the entire unit with cycles	For unit	+5	For unit	+5		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Add grenades	Any	+2 ea	Any	+2 ea		

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Unit Special Rules:

**Cycles** – the unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

### **Extended Order, No Head Protection**

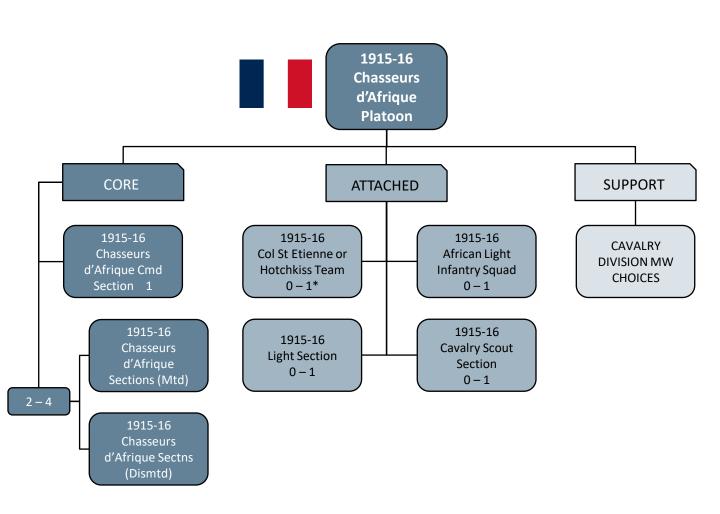
Uni	t		Mane	uver	Double	Time	Assault	Agility		
Dismounted			8″		12	"	6″	Auto		
	0	RC	DF		£ ∣	st				
	Range	Halted	Move	PEN	Lethality	HE Blast				
Weapon		Ĩ	2			-	S	pecial		
Pistol	6"	RF	RF	-	5+		Assault			
BA carbine	18″	RF	RF*	-	5+		Handy			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		

Infantry Unit

Storm of Fire, Wasatch Miniatures

# **1915-16 CHASSEUR d'AFRIQUE PLATOON**

National Special Rules – French Colonials only.



# 1915-16 Chasseurs d'Afrique Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
ent Officer, pistol, sabre, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
owngrade Officer to Difficult			0-1	-5	0-1	
Jpgrade Officer to Energetic			0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
d Staff Officer and Aide, pistols, orse			0-1	25	0-1	30
unarmed, horse			0-1	18	0-1	20
pistol, sabre, horse			0-1	18	0-1	
n, pistol, sabre, horse			0-1	13	0-1	15
NCO, BA carbine, sabre, horse			0-1	26	0-1	29
oper, BA carbine, sabre, horse			0 – 2	16	0 – 2	
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add arenades			Anv	+2 ea	Anv	+2 ea

# MoraleRally4+Aggression3+Tenacity4+FormationAttack+2Recon2



Mounted Unit

### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit			Maneuver		Double Time		Assault	Agility
Mounted			10	10"		16″		3+
Dismounted			8″		12	"	6″	Auto
	0	R	DF		≥	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Sp	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppressi	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assaul	ault Checks t move

Unit Special Rules:

Compet

Attached

sabre, h Medic, u Farrier, J Musiciar

Senior N Add Tro

D Dc U

ι

**Cavalry** – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

**Mounted** – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage Checks.

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse			1	95		110
Add Trooper, BA carbine, sabre, horse			0 – 3	16	0 - 3	19
Add lance			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

## 1915-16 Chasseurs d'Afrique Section

### Morale Rally 4+ Aggression 3+ Tenacity 4+

### Mounted Unit



Unit Special Rules:

**Cavalry** – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

**Mounted** – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage Checks.

### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10	10" 16" 8"			3+	
Dismounted			8″		12″		6″	Auto
	<b>a</b> )	RC	DF		t£. ∣	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll As on Assau	sault Checks t move

### AF = Accelerated Fire

Storm of Fire. Wasatch Miniatures

SS = Single Shot \* = Slow Firing

12/16/2023

# 1915-16 Dismounted Chasseurs d'Afrique Section

Infantry	Unit
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Description	<u>Inexpe</u>	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine 4 Troopers, BA carbine			0-1	85	0-1	100
Add Trooper, BA carbine			0-3	14	0-3	17
Equip the entire unit with cycles			For unit	+5	For unit	+5
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

<u>Morale</u> Rally 4+ Aggression 3+ Tenacity 4+



Unit Special Rules:

**Cycles** – the unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection - unit receives -1 on Triage Checks.

### **Extended Order, No Head Protection**

Uni	t		Mane	uver	Double	Time	Assault	Agility		
Dismounted		8"	8" 12"		"	6″	Auto			
	0	RC	DF		L ≥	t				
	Range	ed	ve	PEN	Lethality	Blast				
Weapon	Ra	Halted	Move	<u>م</u>	Let	Ĥ	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
BA carbine	18″	RF	RF*	-	5+		Handy			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		

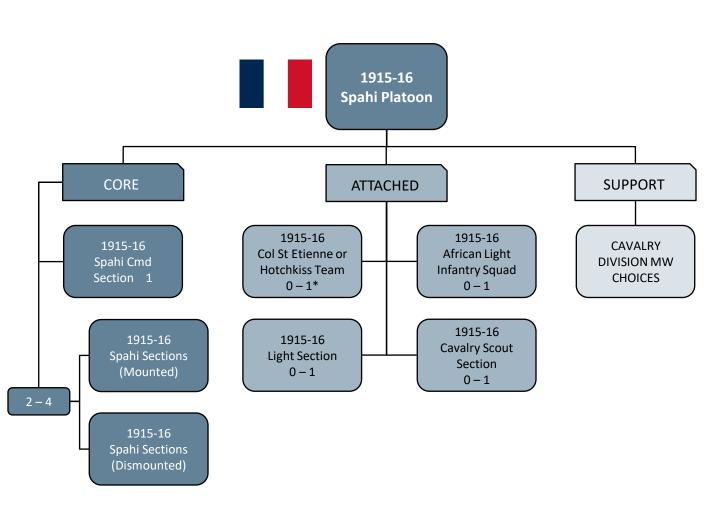
\* = Slow Firing

Storm of Fire, Wasatch Miniatures

# **1915-16 SPAHI PLATOON**

National Special Rules – French Colonials only.





# 1915-16 Spahi Command Section

Description	Inexpe	rienced	Reg	ular	Vete	eran
<u>- compilon</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, pistol, sabre, horse			1	24		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25		
Medic, unarmed, horse			0-1	18		
Farrier, pistol, sabre, horse			0-1	18		
Musician, pistol, sabre, horse			0-1	13		
Senior NCO, BA carbine, sabre, horse			0-1	22		
Add Trooper, BA carbine, sabre, horse			0 – 2	12		
Add improvised grenades			Any	+1 ea		
Add grenades			Any	+2 ea		

# MoraleRally4+Aggression5+Tenacity5+FormationAttack+2Recon2



Mounted Unit

### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Uni	Unit			Maneuver		Double Time		Agility
Mounted			10	10"		"	8″	3+
Dismounted			8″		12	"	6"	Auto
		R	DF		2	t.		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks t move

### Unit Special Rules:

**Cavalry** – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

**Mounted** – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage Checks.

			-				
<b>Description</b>	Inexpe	rienced	<u>Reg</u>	ular	<u>Veteran</u>		
<u> </u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse			1	75			
Add Trooper, BA carbine, sabre, horse			0 – 3	12			
Add lance			Any	+1 ea			
Add improvised grenades			Any	+1 ea			
Add grenades			Any	+2 ea			

# 1915-16 Spahi Section

### <u>Morale</u> Rally 4+ Aggression 5+ Tenacity 5+

### Mounted Unit



### Unit Special Rules:

**Cavalry** – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

**Mounted** – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage Checks.

### Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted		10" 16"			8″	3+		
Dismounted			8″		12″		6″	Auto
	0	RC	DF		t	st		
Weapon	Range	Halted	Move	PEN	Lethality HE Blast		S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll As on Assau	sault Checks t move

### AF = Accelerated Fire RF = Rapid Fire

Rapid Fire SS = Single Shot

# 1915-16 Dismounted Spahi Section

Infantry L	Jnit
------------	------

Description	Inexpe	Inexperienced		<u>Regular</u>		<u>eran</u>	
<u>- courpaon</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO, pistol or BA carbine 4 Troopers, BA carbine			0-1	65			
Add Trooper, BA carbine			0-3	10			
Equip the entire unit with cycles			For unit	+5			
Add improvised grenades			Any	+1 ea			
Add grenades			Any	+2 ea			

4+
5+
5+



Unit Special Rules:

**Cycles** – the unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

### **Extended Order, No Head Protection**

Uni	t		Mane	uver	Double	Time	Assault	Agility
Dismounted			8″		12	"	6″	Auto
	0	R	DF		₹	st		
	Range	ed	é	PEN	lali	Blast		
Weapon	Ra	Halted	Move	4	Lethality	Ĥ	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

Storm of Fire, Wasatch Miniatures

# 1915-16 Cavalry Scout Section

Description		Inexperienced		Reg	ular	<u>Veteran</u>	
<u></u>		<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse				0-1	85	0-1	95
Add Trooper, BA carbine, sabre, horse				0-3	14	0-3	16
Add lance (Dragoons)				All	+1 ea	All	+1 ea
Add lance (Chasseurs)				Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)				All/none	+1 ea	All/none	+1 ea
Add improvised grenades				Any	+1 ea	Any	+1 ea
Add grenades				Any	+2 ea	Any	+2 ea

Morale Rally 4+ Aggression

#### Mounted Unit



### Cavalry, Extended Order, HM (Poor), Independent, Mounted, No Head Protection, Recon 2

Unit Special Rules:

Cavalry - A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) - the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Independent - the unit may activate outside of the influence range of the battlegroup commander without an activation die penalty.

Mounted - unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage Checks.

Recon 2 - the unit contributes 2 recon points to the force.

Uni	Unit			uver	Double Time		Assault	Agility
Mounted				"	16"		8″	3+
Dismounted			8″		12	"	6″	Auto
			25					
	e,	RC	76	_	Ę.	ast		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks t move
Lance	melee						Re-roll As on Assau	sault Checks t move

Description		rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine, horse 4 Troopers, BA carbine, horse			1	80	1	
Add Trooper, BA carbine, horse			0-3	13	0-3	
Remove the entire unit's horses			All/none	-1 ea	All/none	-1 ea
Equip the entire dismounted unit with cycles			For unit	+5	For unit	+5
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Unit Special Rules:

Cycles - the unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order - the unit may operate in extended order.

Mounted - unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Poor Shots - The unit suffers an additional -1 to hit if shooting while mounted.

# 1915-16 Light Section

Rally

Tenacity



### Mounted Unit



### Extended Order, Mounted, No Head Protection, Poor Shots

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10	"	16	"	8″	3+
Dismounted			8″		12		6"	Auto
	0	R	<u>DF</u>		1 2	st		
	l ag	g	e	PEN	ali	Blast		
	Range	Halted	Move	<u> </u>	Lethality	뽀		
Weapon		Ĩ	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

# Vehicle Battlegroups and Units

# French Empire 1915-16





Offered by Wasatch Miniatures and GAJO Games

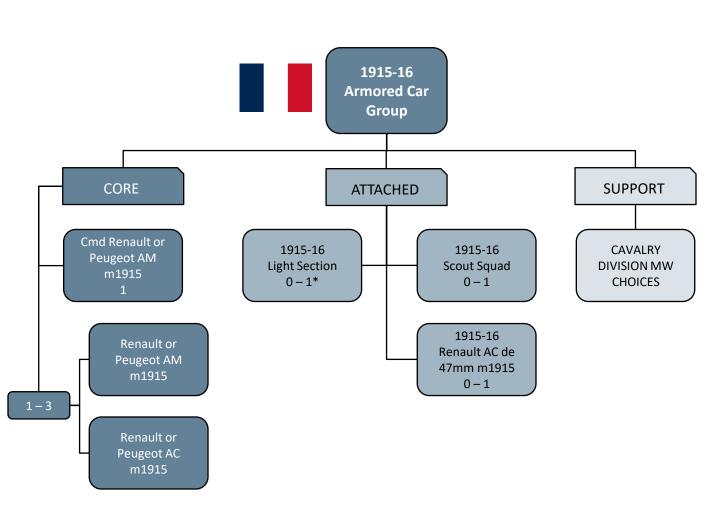
http://www.gajominis.com

gajominis@aol.com



# 1915-16 ARMORED CAR GROUP

National Special Rules – French Metropolitan only.



# Command Renault AM m1915 Armored Car

R

Description		rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	
Besenption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Competent Officer	1	16	1	22			
Downgrade Officer to Green	0-1	-7	0-1	-10			
Downgrade Officer to Difficult	0-1	-4	0-1	-5			
Upgrade Officer to Energetic	0-1	+5	0-1	+8			
Upgrade Officer to Inspiring			0-1	+18			
Renault AM M1915 Armored Car	1	29	1	34			
Upgrade 1 crewman to Mechanic			0-1#	+7			
Upgrade 1 crewman to Skilled Driver			0-1#	+5			
Upgrade 1 crewman to Expert Gunner			0-1#	+10			

Morale	2	
Rally	4+	PRE
Aggression	4+	221
Tenacity	4+	te.
Formatio	<u>on</u>	7
Attack	+2	28



<u>Armor</u> Front Side Top	Resilien	ce	ŝ
	Side	<u>Armor</u>	

### Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Renault m1915	6″	9″	4″	6+

	0	R	DF		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethalit	HE Bla	Special
Central Mount MG	24"	3	2	w	5+		Anti-Aircraft, Scythe, Suppression

Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Maneuver

ROF

Move

2

Halted

3

Double Time

Lethality

5+

PEN

w

Blast

뿓

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) - the vehicle receives a total of (x) attacks in close combat.

**Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

**Open Topped** – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1'' to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Wheeled - the vehicle triples its Double Time movement on roads.

		Cor	nma	nd I	Peug	geot	AM m191	5 Ar	mored Car		
Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Vet</u>	<u>eran</u>	Morale		Vehicle Unit	Resilience	3
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	Rally	4+	1 - 8		
Competent Officer	1	16	1	22			Aggression	4+	1.3 Martin	Armor	
Downgrade Officer to Green	0-1	-7	0-1	-10			Tenacity	4+		Front	7
Downgrade Officer to Difficult	0-1	-4	0-1	-5			( cildolt)			Side	7
Upgrade Officer to Energetic	0-1	+5	0-1	+8						Тор	6
Upgrade Officer to Inspiring			0-1	+18						rop	
Peugeot AM M1915 Armored Car	1	28	1	33					and the second s		
Upgrade 1 crewman to Mechanic			0-1#	+7							
Upgrade 1 crewman to Skilled Driver			0-1#	+5							
Uparade 1 crewman to Expert Gunner			0-1#	+10							

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

**Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.

**Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

**Open Topped –** the vehicle adds an additional suppression marker each time it receives any.

**Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Wheeled - the vehicle triples its Double Time movement on roads.

AF = Accelerated Fire

## \* = Slow Firing

Unit

Range

24"

Peugeot m1915

Weapon

Central Mount MG

Storm of Fire. Wasatch Miniatures

Agility

5+

Special

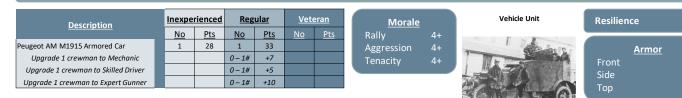
Anti-Aircraft, Scythe,

Suppression

11

Peugeot AN	1 m1915	Armored	Car
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Unit



### Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Maneuver Double Time Assault Agility

6

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) - the vehicle receives a total of (x) attacks in close combat.

Expert Gunner - the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver - vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Wheeled - the vehicle triples its Double Time movement on roads.

Peugeot m1915			5.		8		4	5+
	0	R	DF		ť	st		
	ange	ed	ve	PEN	hality	Blast		
Weenen	Ra	Halted	Mov		Leth	뽀		pecial
Weapon		-	_				5	beciai
Central Mount MG	24″	3	2	w	5+		Scythe, S	uppression

Peugeot AC m1915 Armored Car												
Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran	Morale		Vehicle Unit	Resilience	3	
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	and the second			
Peugeot AC M1915 Armored Car	1	29	1	34			Aggression	4+	Service in the service of the servic	Armor		
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	4+	The second second	Front	7	
Upgrade 1 crewman to Skilled Driver			0-1#	+5			. enderey			Side	7	
Upgrade 1 crewman to Expert Gunner			0-1#	+10						Тор	6	
										төр	U	

### **Open Topped, Tank Terror, Wheeled** Maneuver

ROF

Move

1\*

Halted

1

Double Time

8'

Blast

뿦

d3

Lethality

4+

PEN

+3

Assault

Δ"

Agility

5+

Special

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Expert Gunner - the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

Open Topped - the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver - vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Wheeled - the vehicle triples its Double Time movement on roads.

Unit

Range

24"

Peugeot m1915

Weapon Central Mount

37mm SA18

Storm of Fire. Wasatch Miniatures

# Renault AM m1915 Armored Car

Description	Inexpe	rienced	Reg	ular	Vet		
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	R
Renault AM M1915 Armored Car	1	29	1	34			A
Upgrade 1 crewman to Mechanic			0-1#	+7			Т
Upgrade 1 crewman to Skilled Driver			0-1#	+5			
Upgrade 1 crewman to Expert Gunner			0-1#	+10			



Resilience	3
Armor	
Front	
Side	
Тор	

### Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Maneuver Double Time Assault Unit Agility Renault m1915 6' ۹" 6+

	a	R	DF		Ę	st	
	lted		ove Ite		thali	HE Bla:	
Weapon	-	На	Σ		۲ ۲	<b>–</b>	Special
Central Mount MG	24″	3	2	w	5+		Anti-Aircraft, Scythe, Suppression

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) - the vehicle receives a total of (x) attacks in close combat.

Expert Gunner - the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

Open Topped - the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver - vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Wheeled - the vehicle triples its Double Time movement on roads.

Renault AC m1915 Armored Car													
Description	<u>In</u>	exper	rienced	Reg	<u>ular</u>	<u>Vet</u>	<u>eran</u>		Morale		Vehicle Unit	Resilience	3
		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	4+			
Renault AC M1915 Armored Car		1	34	1	40				Aggression	4+	No R. P.	Armor	
Upgrade 1 crewman to Mechanic				0-1#	+7				Tenacity	4+	the beaution of the second	Front	7
Upgrade 1 crewman to Skilled Driver				0-1#	+5				renderty	11	Same to the second	Side	, 7
Upgrade 1 crewman to Expert Gunner				0-1#	+10						A. B. A.		
												Тор	0

### **Open Topped, Tank Terror, Wheeled** Maneuver

6'

ROF

Move

1\*

Halted

1

Double Time

Q'

Blast

뿦

d3

Lethality

4+

PEN

+3

Assault

Δ"

Agility

6+

Special

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Expert Gunner - the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

Open Topped - the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver - vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Wheeled - the vehicle triples its Double Time movement on roads.

Unit

Range

24"

Renault m1915

Weapon

Central Mount

37mm SA18

# 1915-16 Renault AC de 47mm m1915

Description	<u>Inexpe</u>	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Renault AC de 47mm m1915 Armored Car	1	28	1	33			
Upgrade 1 crewman to Mechanic			0-1#	+7			
Upgrade 1 crewman to Skilled Driver			0-1#	+5			
Upgrade 1 crewman to Expert Gunner			0-1#	+10			

Morale Rally 4+ Aggression 4+ Tenacity 4+



Resilience	3
<u>Armor</u> Front Side Top	7 7 6

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

**Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

**Open Topped** – the vehicle adds an additional suppression marker each time it receives any.

**Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

**Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

Wheeled - the vehicle triples its Double Time movement on roads.

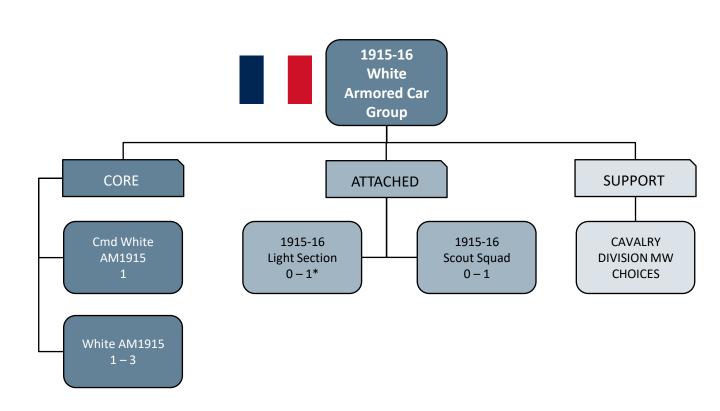
### Open Topped, Tank Terror, Unreliable, Wheeled

Uni	τ		Mane	uver	Double	Time	Assault	Agility
Renault de 47mm			5″		8'	,	4"	6+
	c)	RC	DF		1 2	st		
	nge	σ	e	PEN	ali	Blast		
	Rar	Halted	Move	8	ethality	빌		
Weapon	-	На	Σ		1 3	<b>–</b>	S	pecial
Rear Arc 47mm QF	24"	2	1*	+5	4+	d3	Anti-Airci	ft
Hotchkiss	24	2	1.	+5	4+	us	Anti-Airci	dit

63

# **1915-16 WHITE ARMORED CAR GROUP**

National Special Rules – French Metropolitan only.



# Command White AM1915 Armored Car

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
White AM1915 Armored Car	1	51	1	62		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

### Morale Rally 4+ Aggression 4 Formation Attack +2



esilie	nce	
ront ide op	<u>Armor</u>	7 7 7

Recon 1

### Defensive MGs (2), Reverse Drive, Tank Terror, Unreliable, Wheeled

Uni	t		Maneu	ver	Double	Time	Assault	Agility
White AM1915/18			6"		9'		4″	5+
					_		_	
		RC	DF		5	t		
	ge	σ	a	z	alit	las		

Weapon	Rang	Halted	Move	PEN	Lethal	HE BI	Special
Turret 37mm SA18	24"	2	1*	+3	4+	d3	
Turret MG	24"	3	2	w	5+		Scythe, Suppression

Defensive MGs (2), Reverse Drive, Tank Terror, Unreliable, Wheeled

Maneuver

6'

ROF

Move

1\*

2

Halted

2

3

Double Time

Q'

Blast

뽀

d3

Lethality

4+

5+

PEN

+3

w

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) - the vehicle receives a total of (x) attacks in close combat. Expert Gunner - the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

Reverse Drive - the vehicle may make a reverse move using its full movement rate.

Skilled Driver - vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Unreliable - the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

Wheeled - the vehicle triples its Double Time movement on roads.

				Wh	ite /	AM1	915 Armoi	red (	Car		
Description	Inexpe	rienced	Reg	ular	<u>Vet</u>	<u>eran</u>	Morale		Vehicle Unit	Resilience	
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+			
Vhite AM1915 Armored Car	1	51	1	62			Aggression	4+	The second second	Armor	
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	4+		Front	
Upgrade 1 crewman to Skilled Driver			0-1#	+5						Side	
Upgrade 1 crewman to Expert Gunner			0-1#	+10						Тор	

# - limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) - the vehicle receives a total of (x) attacks in close combat.

Expert Gunner - the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic - the vehicle receives a +1 to Repair Checks.

Reverse Drive - the vehicle may make a reverse move using its full movement rate.

Skilled Driver - vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror - the vehicle causes Tank Terror.

Unreliable - the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

Wheeled - the vehicle triples its Double Time movement on roads.

AF = Accelerated Fire

### \* = Slow Firing

Unit

Range

24"

24"

White AM1915/18

Weapon

Turret 37mm SA18

Turret MG

65

Agility

5+

Special

Scythe, Suppression

Assault

Δ'

# 1915-16 French Car Team

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Vete</u>	eran
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Great War Era Car, 2 crew with pistols	1	12	1	14	1	17
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2	For unit	+2

Morale Rally Aggression Vehicle Unit



Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

**Transport (x)** – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

**Unarmed Transport** – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled - the vehicle triples its Double Time movement on roads.

### No Head Protection, Unarmed Transport (6), Wheeled

Uni	t		Mane	uver	Double	Time	Assault	Agility
Car Team			6"		12	"	-	5+
								,
	0	R	DF		ť	st		
	Range	ted	ve	PEN	ethality	Blast		
Weapon	R	Halted	Move		Let	Ħ	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	

# 1915-16 French Truck Team

rale

4+ 5+ 6+

Description	<u>Inexpe</u>	<u>rienced</u>	Reg	ular	Vete	<u>eran</u>	Mo
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally
Great War Era Truck, 2 crew with pistols	1	16	1	20	1	24	Aggressio
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2	For unit		Tenacity

### Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

**Tow** (x) – the vehicle may tow one gun unit (and transport its crew) of no more than (x) weight.

**Transport (x)** – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

**Unarmed Transport** – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled - the vehicle triples its Double Time movement on roads.

Vehicle Unit

. / . . . . . . .

No Head Pro	otection	, Iow (	(H), Ur	narme	d Irai	nsport	(12), Wi	heeled
Uni	t		Mane	uver	Double	Time	Assault	Agility
Truck Team			6″		10	"	-	5+
	c)	RC	<u>DF</u>		L.	st		
	nge	p	é	PEN	ethality	Blast		
	Rai	Halted	Move	<u>م</u>	et	포		
Weapon		Ĩ	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	

Storm of Fire. Wasatch Miniatures

# **Weapons Units**

# French Empire 1915-16





Offered by Wasatch Miniatures and GAJO Games

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# 1915-16 Metropolitan St. Etienne MG Team

Description	Inexpe	rienced	Reg	ular	Vete	eran
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
St Etienne MG, NCO + 2 crew	1	27	1	32	1	41
Add Indirect Fire Training					For unit	
Upgrade entire unit with steel helmets	For unit	+3	For unit	+3	For unit	

<u>Morale</u> Rally 4+ Aggression 5+ Tenacity 4+ Weapon Unit



Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Fixed, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			-		8'	,	-	4+
	0	R	DF		ť	st		
	Range	ed	e v	PEN	Lethality	Blast		
Weapon	Ra	Halted	Move		Let	포	S	pecial
							Beaten Z	one, Crew 2,
St Etienne MG	36″	5	2	-	4+		Jams, Scy	the,
							Suppress	on
Firing Indirect	12-48"	1			5+	d3	Crew 2, li	,
in my maneet	12-40	1	-	-	5	45	Suppress	on

# 1915-16 Metropolitan Hotchkiss MG Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Hotchkiss MG, NCO + 2 crew	1	30	1	35	1	43
Add Indirect Fire Training					For unit	+3
Upgrade entire unit with steel helmets	For unit	+3	For unit	+3	For unit	

### Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### **Fixed, No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8″	-	4+

	0	R	DF		ť	st	
	Range	Halted	Move	PEN	ethality	HE Blast	
Weapon		Ï	2			-	Special
Hotchkiss MG	36″	5	2	-	4+		Beaten Zone, Crew 2,
HOLCHKISS IVIG	50	5	2	-	47		Scythe, Suppression
Firing Indirect	12-48"	1			5+	d3	Crew 2, Indirect,
Firing mairect	12-46	1	-	-	5+	us	Suppression

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

# 1915-16 Colonial St. Etienne MG Team

Description		Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
St Etienne MG, NCO + 2 crew				1	36	1	45
Add Indirect Fire Training						For unit	+3
Upgrade entire unit with steel helmets				For unit	+3	For unit	+3

<u>Morale</u> Rally 3+ Aggression 5+ Tenacity 4+ Weapon Unit



Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Fixed, No Head Protection

Uni	t		Mane	uver	Double Time		Assault	Agility
Gun Team			-		8'	<b>'</b>	-	4+
		R	)F		~	Blast		
	Range	eq	e La		PEN			
Weapon	Ra	Halted	Move		Let	뽀	SI	pecial
St Etienne MG	36″	5	2	-	4+		Jams, Scy	
Firing Indirect	12-48″	1	-	-	5+	d3	Suppress Crew 2, li Suppress	ndirect,

# 1915-16 Colonial Hotchkiss MG Team

Description	Inexpe	rienced	Reg	Regular		eran	Mora	le	Weapon Ur
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally		
Hotchkiss MG, NCO + 2 crew			1	39	1		, Aggression	5+	
Add Indirect Fire Training					For unit		Tenacity	4+	
Upgrade entire unit with steel helmets			For unit	+3	For unit		renderty		G
									9

Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### **Fixed, No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8″	-	4+

	0	R	<b>DF</b>		ť	st	
	Range	Halted	Move	PEN .ethality HE Blast			
Weapon		Ha	≥		Ľ	<b>–</b>	Special
Hotchkiss MG	36″	5	2		4+		Beaten Zone, Crew 2,
TIOCCIIKISS IVIG	50	5	2	-	4.		Scythe, Suppression
Firing Indirect	12-48"	1			5+	d3	Crew 2, Indirect,
Firing mairect	12-46	1	-	-	5+	us	Suppression

AF = Accelerated Fire RF

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SS = Single Shot \*

# 1915-16 Metropolitan 58mm Type 1 Trench Mortar Team

Weapon L	Jnit
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Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
58mm Type 1 Mortar, NCO and 2 crew	1	15	1	22	1	28
Upgrade entire unit with steel helmets	For unit	+3	For unit	+3	For unit	+3

<u>Morale</u> Rally 4+ Aggression 5+ Tenacity 4+



Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use

Unit Special Rules:

their moving ROF if they then use a fire action. **No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Fixed, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Weapon Team			-		6'	'	-	4+
-								
					≥	last		
	Range	alted	ove	PEN	thalit	8		
Weapon	~	Hal	Move		Leth	HE	S	pecial
58mm Type 1	12-24"	1		+2	4+	d6	Crew 2, I	ndirect Only,
Mortar	12-24	1	-	72	47	uo	Suppress	ion

# 1915-16 Metropolitan Type 1bis Trench Mortar Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>eran</u>		Morale		Morale		Morale		Weapon Unit
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	4+					
58mm Type 1bis Mortar, NCO and 2 crew	1	20	1	29	1	37		Aggression	5+					
Upgrade entire unit with steel helmets	For unit	+3	For unit	+3	For unit	+3		Tenacity	4+	0.22				

### Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### **Fixed, No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	8″	-	4+

		ROF			Ę	st	
Weapon	Range	Halted	Move	PEN	Lethali	HE Blast	Special
58mm Type 1bis Mortar	12-36"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

AF = Accelerated Fire

Storm of Fire. Wasatch Miniatures

# 1915-16 Colonial 58mm Type 1 Trench Mortar Team

Weapon	Unit
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Description 58mm Type 1 Mortar, NCO and 2 crew Upgrade entire unit with steel helmets	Inexperienced		Reg	<u>ular</u>	<u>Veteran</u>	
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
58mm Type 1 Mortar, NCO and 2 crew			1	24	1	31
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

<u>Morale</u> Rally 3-Aggression 5-Tenacity 4-



Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use

their moving ROF if they then use a fire action.

Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Fixed, No Head Protection

Uni	Unit				Double	Time	Assault	Agility
Weapon Team			-		6'	,	-	4+
	RC	DF		>	t.			
	Range	pa	e	PEN	ality	Blast		
Weapon	Rai	Halte	Move	Ē	Leth	포	S	pecial
58mm Type 1	12-24"	1		+2	4+	d6		ndirect Only,
Mortar	12-24	1		+2	4+	uo	Suppression	

# 1915-16 Colonial Type 1bis Trench Mortar Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale		Weapon Unit
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	
58mm Type 1bis Mortar, NCO and 2 crew			1	32	1	42	, Aggression	5+	
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3	Tenacity	4+	

Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	8″	-	4+

		R	DF		۲.	st	
Weapon	Range	Halted	Move	DEN	Lethality	HE Blast	Special
58mm Type 1bis Mortar	12-36″	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

AF = Accelerated Fire RF = Rapid Fire

d Fire SS = Single Shot

# 1915-16 Stokes Mortar Team

Weapon	Unit
--------	------

<u>Description</u> Stokes Medium Mortar, NCO + 2 crew Upgrade entire unit with steel helmets	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Stokes Medium Mortar, NCO + 2 crew	1	21	1	31	1	40	
Upgrade entire unit with steel helmets	For unit	+3	For unit	+3	For unit	+3	

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Fixed, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			-		6'	,	-	3+
	RC	٦F		~				
	e T			~	E	Blast		
	Range	tec	ove	PEN	ethality			
Weapon	~	Hal	Ň		e e	포	S	pecial
Stokes 3" Mortar	12-36"	1	-	+2	4+	d6		ndirect Only, uppression

# 1915-16 Sniper Team

	Inexpe	rienced	Reg	<u>ular</u>	Vete		
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Sniper Team – Sniper with sniper rifle, Spotter with pistol	1	23	1	27	1	32	
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2	For unit		

Morale		
Rally	4+	
Aggression	5+	
Tenacity	4+	

Weapon Unit

Unit Special Rules:

 $\mbox{\bf Amateurs}$  – the unit will automatically withdraw when it falls below minimum unit strength.

Camouflage - the unit may be placed in ambush in a mission allowing it.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Yield Ground - the unit is ignored for determining who holds an objective.

### Amateurs, Camouflage, No Head Protection, Yield Ground

Uni	t		Mane	uver	Double Time		Assault	Agility
Infantry	nfantry			8″ 12″			-	Auto
	0	R	DF		t7	st		
	Range	ed	é	PEN	iller	Blast		
Weapon	Ra	Halted	Move	<u>م</u>	Lethality	뽀	S	pecial
•					-			
Pistol	6″	RF	RF	-	5+		Assault	
Calman Diffe	26//	4					Sniper Rif	le,
Sniper Rifle	36″	1	-	-	4+		Suppressi	on

AF = Accelerated Fire RF = Rapid Fire

```
Fire SS = Single Shot
```

Storm of Fire, Wasatch Miniatures

# 1916 Metropolitan M1916 37mm Gun Team

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
37mm M1916 gun, NCO + 4 crew	1	31	1	40	1	53
Upgrade entire unit with steel helmets	For unit	+5	For unit	+5	For unit	+5

**Morale** Rally Aggression

Weapon Unit



Unit Special Rules:

Added Crew - the weapon's movement ratings reflect a large crew. Reduce the weapon's Double Time move by 2" and increase its Cross number by one once more than 2 crew figures are casualties.

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Added Crew, Fixed, No Head Protection

- 10	Onic			Iviance	uvei	Double	TIME	Assault	Aginty
	Gun Team			2″		8'	,	-	3+
II.		0	RC	OF		≥	t		
II.		ge	p	e	PEN	ali i	Blast		
L		Rar	Halted	Mov	<b>–</b>	ethality	포		
	Weapon	-	На	Σ		2	Т	S	pecial
	37mm M1916 Gun	30″	2	1*	+3	4+	d3	Crew 2	

# 1916 Colonial M1916 37mm Gun Team

Description	<u>Inexpe</u>	rienced	Reg	ular	Vet		
Besenption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	R
37mm M1916 gun, NCO + 4 crew	1	34	1	44	1	59	A
Upgrade entire unit with steel helmets	For unit	+5	For unit	+5	For unit	+5	Т

<u>Morale</u>	
Rally	3+
Aggression	5+
Tenacity	4+

### Weapon Unit



Unit Special Rules:

Added Crew - the weapon's movement ratings reflect a large crew. Reduce the weapon's Double Time move by 2" and increase its Cross number by one once more than 2 crew figures are casualties.

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection - unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Added Crew, Fixed, No Head Protection

Unit			Mane	uver	Double	Time	Assault	Agility
Gun Team			2"		8'	<b>,</b>	-	3+
	υ <b>Γ</b>		DF		ality	Blast		
Waanan	Range	lalted	Move	PEN	Lethal	HE Bla		aasial

+3

4+

d3

1\*

2

30"

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Weapon 37mm M1916 Gun

\* = Slow Firing

Special

Crew 2

# **Gun Units**

# French Empire 1915-16





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# 1915-16 75mm mle1897 Field Gun Team

Rally Aggression

<u>Morale</u>

Description	Inexp	erienced	Reg	ular	<u>Veteran</u>	
<u></u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
75mm mle1897 Gun, NCO and 3 crew	1	53	1	76	1	
Upgrade entire unit with HE Ammunition (1916)	For uni	t +7	For unit	+10	For unit	+13
Upgrade entire unit with steel helmets	For uni	t +4	For unit	+4	For unit	

May only Indirect fire with Shrapnel unless HE ammo is purchased.

Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**Gun Shield** – the weapon provides concealment and protection to its crew from any fire through their forward arc.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

## Fixed, Gun Shield, No Head Protection

Unit			Mane	uver	Double	Time	Assault	Agility
Gun Team	-		4'	,	-	5+		
					_		_	
		R	DF		2	tt (		
	ge	σ	c)	z	alit	last		
	Ĩ	e e	ve Ve	5	ja ja	8		

Gun Unit

Weapon	Rar	Halte	Mov	B	Leth	HE	Special
75mm mle1897	54″	2	1	+7	3+	d6	Crew 3, Quick Firing, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-84"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-84"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

# 1915-16 75mm mle1897 Horse Artillery Team

Description		Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Description</u>		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
75mm mle1897 Gun, NCO and 3 crew, Limber		1	59	1	84	1	
Upgrade entire unit with HE Ammunition (1916)		For unit	+7	For unit	+10	For unit	+13
Upgrade entire unit with steel helmets		For unit	+4	For unit	+4	For unit	+4

Morale Rally 4+ Aggression 5+ Tenacity 4+

### Gun Unit



May only Indirect fire with Shrapnel unless HE ammo is purchased.

Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**Gun Shield** – the weapon provides concealment and protection to its crew from any fire through their forward arc.

Limber – the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

### Fixed, Gun Shield, Limber, No Head Protection

Uni Gun Team		Mane	uver	Double Time 8"		Assault	Agility 4+	
Gui lean			_		0		-	41
					>	Ħ		
	Range	ed	ve	PEN	Lethality	HE Blast		
Weapon	Ra	Halted	Move	4	Leth	뽀	Sp	pecial
75mm mle1897	54″	2	1	+7	3+	d6		uick Firing, uppression, /
Indirect: Shrapnel	24-84"	1	-	-	3+	d6+1	Crew 3, Ir Shrapnel,	direct, Suppression
Indirect: HE	24-84"	1	-	+2	4+	d6+1	Crew 3, Ir Suppressi	,

AF = Accelerated Fire RF = Rapid Fire

id Fire SS = Single Shot

# 1915-16 65mm mle1906 Mountain Gun Team

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
65mm mle1906 Gun, NCO and 3 crew, pack animal	1	39	1	55	1	72
Upgrade entire unit with HE Ammunition (1916)	For unit	+3	For unit	+5	For unit	+6
Upgrade entire unit with steel helmets	For unit	+4	For unit	+4	For unit	+4

<u>Morale</u>	
Rally	4+
Aggression	5+
Tenacity	4+



Gun Unit

### Fixed, No Head Protection

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Gun Team
 2"
 6"
 3+

May only Indirect fire with Shrapnel unless HE ammo is purchased.

Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pack Animal – model may rotate and shoot with its full rate of fire, suffering no penalty to hit.

	v ROF ≥	ity	Ist				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
65mm mle1906	48"	2	1	+2	3+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

# 1916 58mm Type 2 Trench Mortar Team

Description	Inexpe	experienced <u>Regular</u>		<u>Veteran</u>		Morale		
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+
58mm Type 2 Mortar, NCO and 3 crew	1	44	1	63	1	82	Aggression	5+
Upgrade entire unit with steel helmets	For unit	+4	For unit	+4	For unit	+4	Tenacity	4+
							i chaorey	



Gun Unit

### **Fixed, No Head Protection**

Uni	Maneuver		Double Time		Assault	Agility		
Gun Team	-		4″		-	5+		
		DF		>	÷			
	ge			z	alit	Blast		
	Range	Halted	Move	PEN	Lethality	H		
Weapon	_	на	Σ		Ľ	<b>–</b>	S	pecial
58mm Type 2							Crew 3, li	ndirect Only,
Mortar	12-48″	1	-	+3	3+	2d6	Salvo, Sm	oke,
wortar							Suppress	on

#### Unit Special Rules:

**Fixed** – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

**No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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